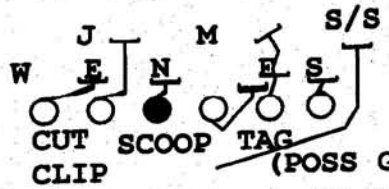
2001 RUN GAME

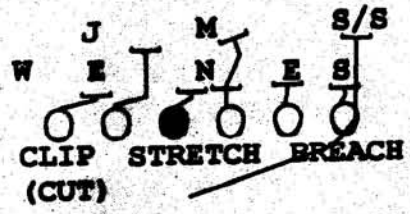
RIDE 38/39 SLASH BOSS

1



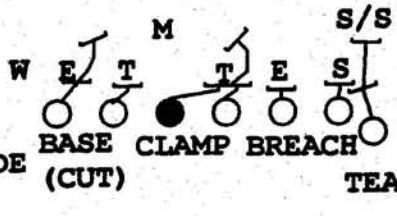
38 SLASH BOSS — 34 UNDER

2



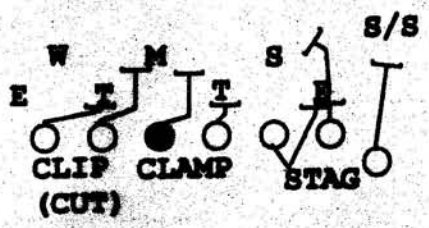
34/44 — 38 SLASH BOSS

3



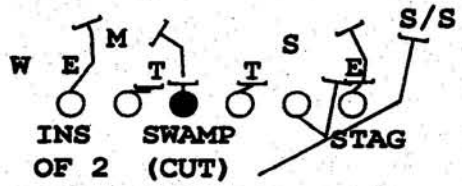
38 SLASH BOSS (0/1 FLD) — 4-3

4



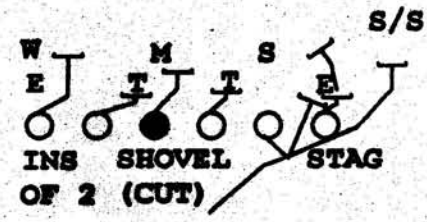
43 STK (0/1 FLD) 38 SLASH BOSS

5



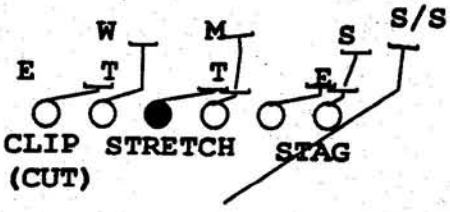
38 SLASH BOSS (POSS TRIPLE) 43 OVSTK

6



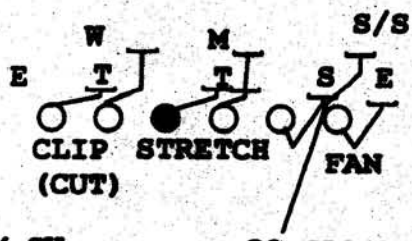
43 OVSTKP (POSS TRIPLE) 38 SLASH BOSS

7



38 SLASH BOSS — 44 STG

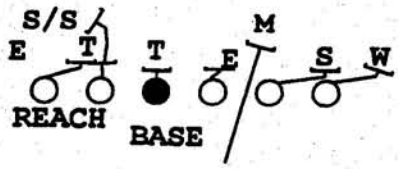
8



44 STGSAM SW — 38 SLASH BOSS

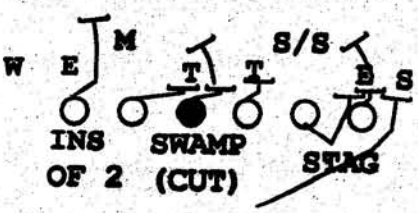
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*CHK 46 FAN



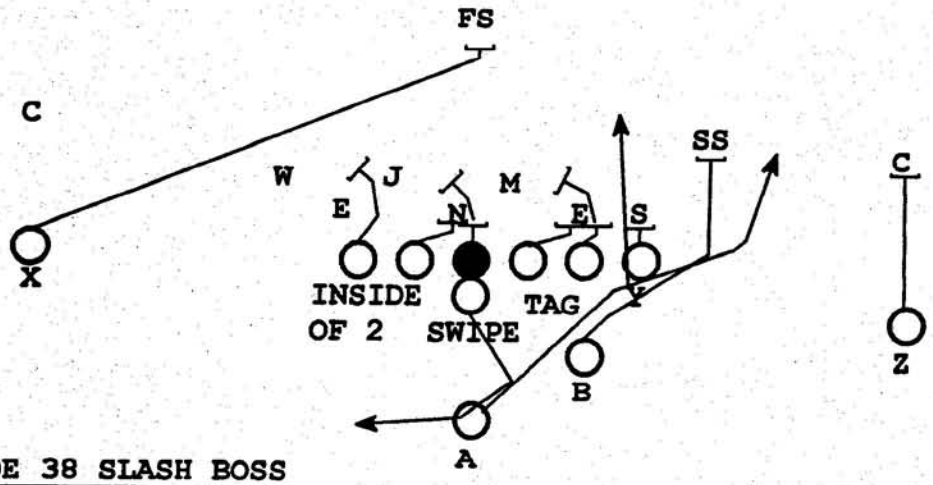
38 SLASH BOSS — 43 DIAM

10



OVSTK SOUT SIN — 38 SLASH BOSS

PLAY NUMBER: RIDE 38 / 39 SLASH BOSS BASIC BLOCKING: SLASH



0 STR RIDE 38 SLASH BOSS

CONCEPT: Slash blocking scheme that stretches the defense with Boss blocking. O-Line will use defense's momentum to create an alley.

RULE:

Z- Deep 1/3, 1/2.

Y- Breach EMOL, Stag w/FST when FST Unc, possible Gang call. (TMO TO IS FOOT OF FSY)

FST- Tag w/FSG, Stag w/FSY, possible Gang call. Breach if you & FSG are covered.

FSG- Tag w/FST, Breach man on, Clamp w/C, Stretch w/C.

C- Scoop, Swipe, Swamp, Clamp for MLB. Stretch to frontside if Unc.

BSG- Swipe, Swamp, Clip w/BST if covered. (Cut the nose shade BS.)

BST- Inside of 2 if BS Unc, Clip w/BSG vs reduction (Cut the 3.)

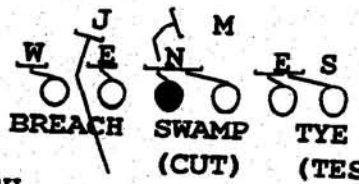
X- Cut wall.

QB- Front out and give ball to ball carrier as deep as possible and fake naked away.

BALL CARRIER- Drop step, turn on Slash course w/POA outside hip of TE. Slash read (8,6,4,2,0 hole read).

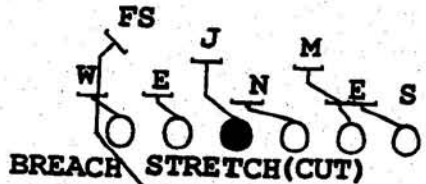
BACK- Boss blocking on strong support.

1



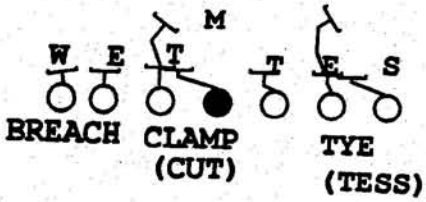
R 39 SLASH — 34 UNDER

2



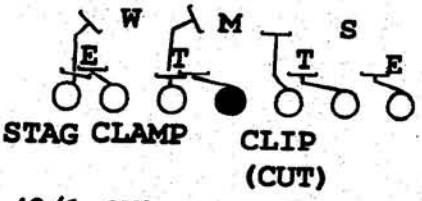
34/44 — R 39 SLASH

3



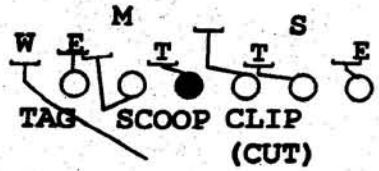
R 39 SLASH (0/1 ON) — 4-3

4



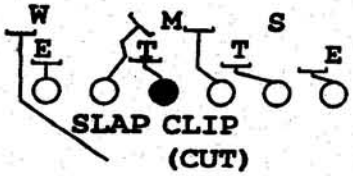
43 STK (0/1 ON) — R 39 SLASH

5



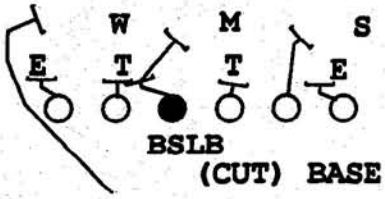
R 39 SLASH — 43 OVSTK

6



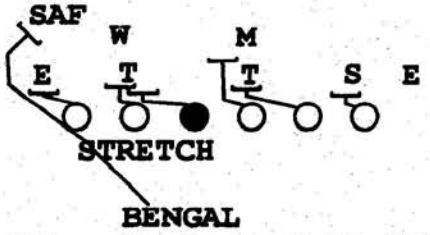
43 OVSTKP (POSS TIGER) R 39 SLASH

7



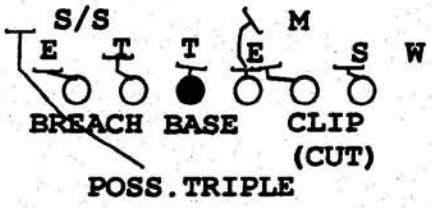
R 39 SLASH — 44 STG

8



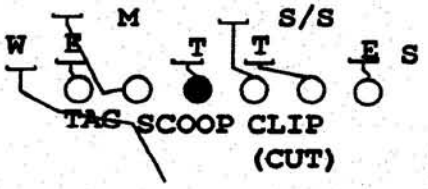
44 STGSAM SW — R 39 SLASH

9



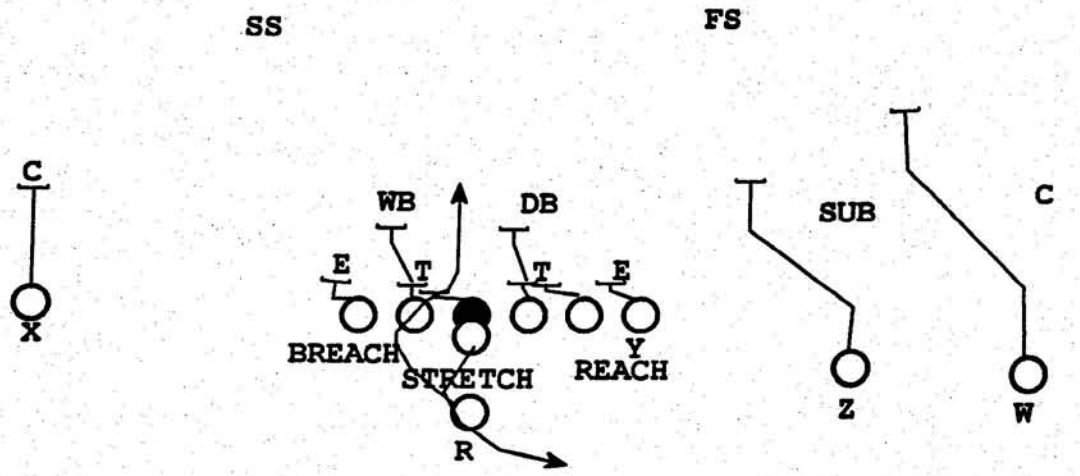
R 39 SLASH — 43 DIAM

10



OVSTK SOUT SIN — R 39 SLASH

PLAY NUMBER: R 35/34 ZORRO BASIC BLOCKING: ZONE



0/1 WIDER PKG R 35 ZORRO

CONCEPT: 1 Back packaged play to a SE. Stays on vs 3 men to the playside. QB audible vs 4 men to frontside.

RULE:

Z- Cut Wall.

Y- Backside Cut Off.

FST- Breach EMOL.

FSG- Stretch/Clamp w/ C if Covered. Hump w/ FST if UNC.

C- Scoop if Covered. Stretch/Clamp w/FSG if UNC.

BSG- Reach or Reach Off w/ BST.

BST- Reach or Reach Off w/ BSG.

X- Block Force.

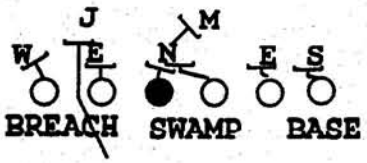
QB- Open at 5 O' Clock. Get ball to back as deep as possible. Fake naked away.

BALL CARRIER- Open, Cross Roll to the butt of the FSG. Read FS combo blocks to BS combo for possible cut back.

W - Cut Wall #2.

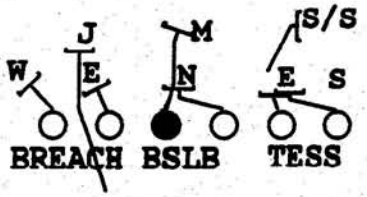
RIDE 47/46

1



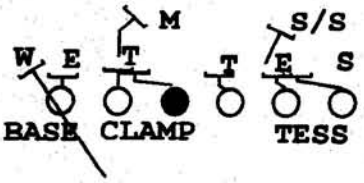
34 UNDER

2



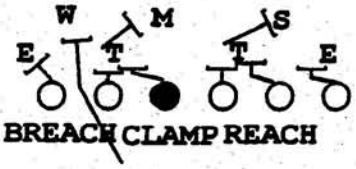
34/44

3



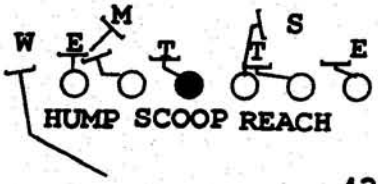
4-3

4



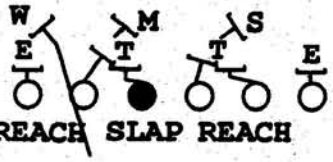
43 STK

5



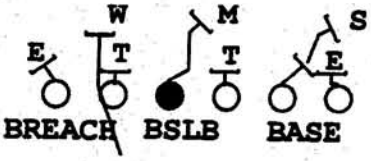
43 OVSTK

6



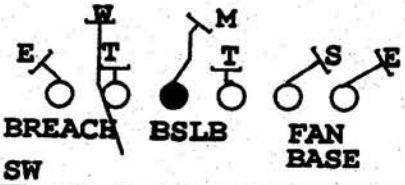
43 OVSTKP (POSS. TIGER)

7



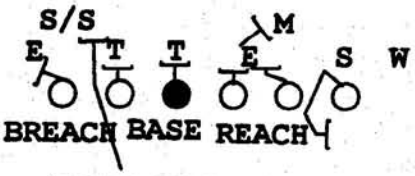
44 STG

8



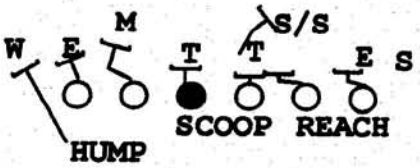
44 STGSAM SW

9



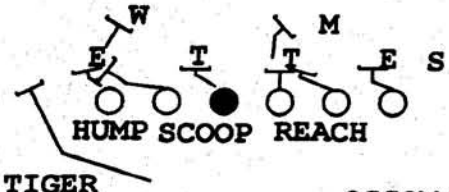
(POSS. TRIPLE) 43 DIAM

10



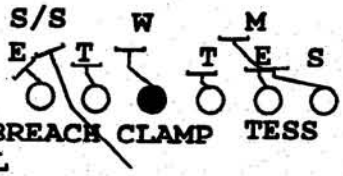
OVSTK SOUT SIN

11



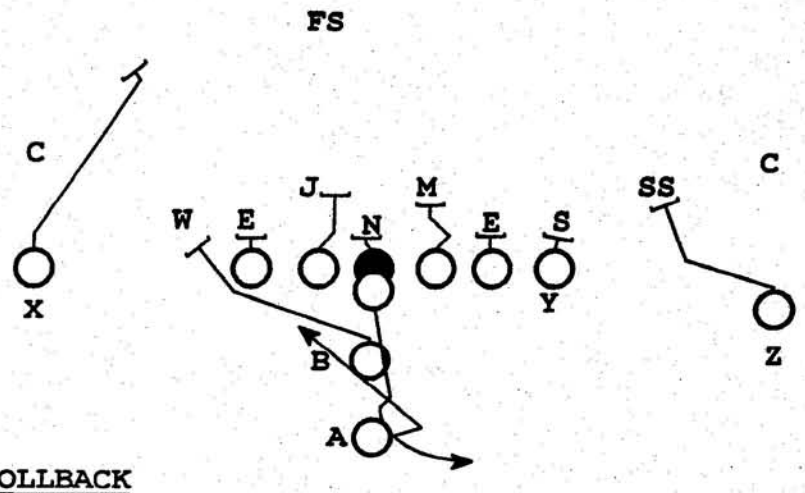
OSSOM/WBOS

12



BENGAL
44 BOSS SINWK

PLAY NUMBER: R 34/5 ZONE ROLLBACK BASIC BLOCKING: ZONE ROLLBACK



0 R34 ZONE ROLLBACK

CONCEPT: MISDIRECTION ZONE

RULE:

Z - Force

Y - Breach EOL, Base Vs. FST Bubble

FST- Base Man On, Man Over, Possible Inside reach Vs. Lb Inside.

FSG- Base Man On, Man Over

C- Swipe off, Scoop, Swamp off, Clamp Off.

BSG- If UNC off block w/ center, if covered Reach off w/FST.

BST- Base Man On, Reach off w/ BSG Vs. Reduction.

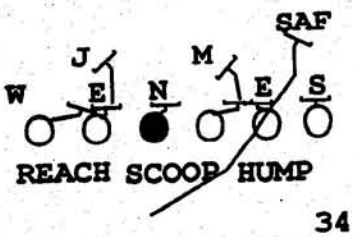
X- Force

QB- Front out, Fake frontside handoff, Hand back to backside
Continue to Numberside after handoff.

BALL CARRIER- 8 yards deep, 3 Step roll frontside to POA
BSG area.

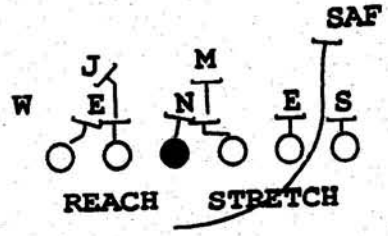
BACK- Backside Cut off.

1



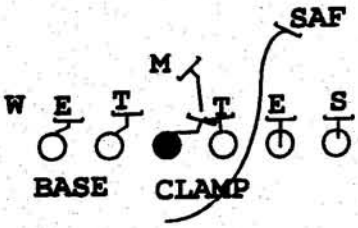
34 UNDER

2



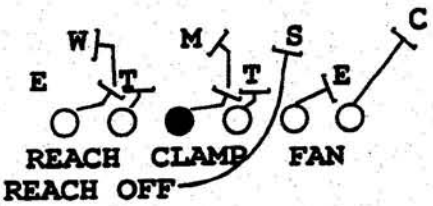
34/44

3



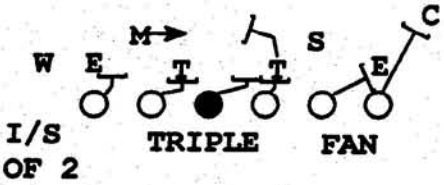
4-3

4



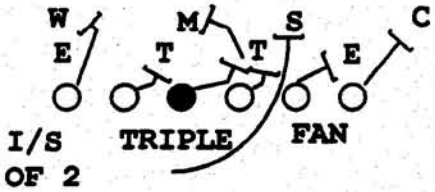
43 STK

5



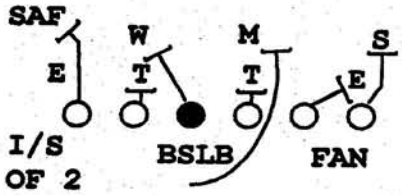
43 OVSTK

6



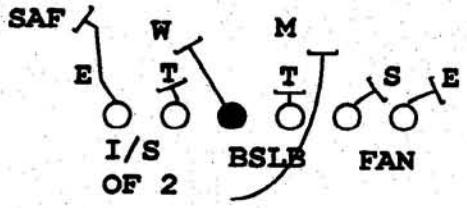
43 OVSTKP

7



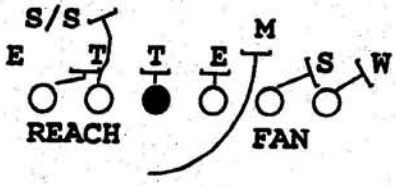
44 STG

8



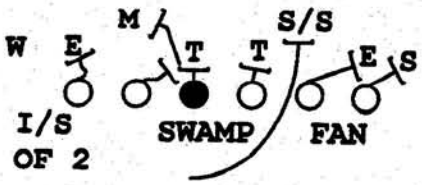
44 STGSAM SW

9



(POSS. TRIPLE) 43 DIAM

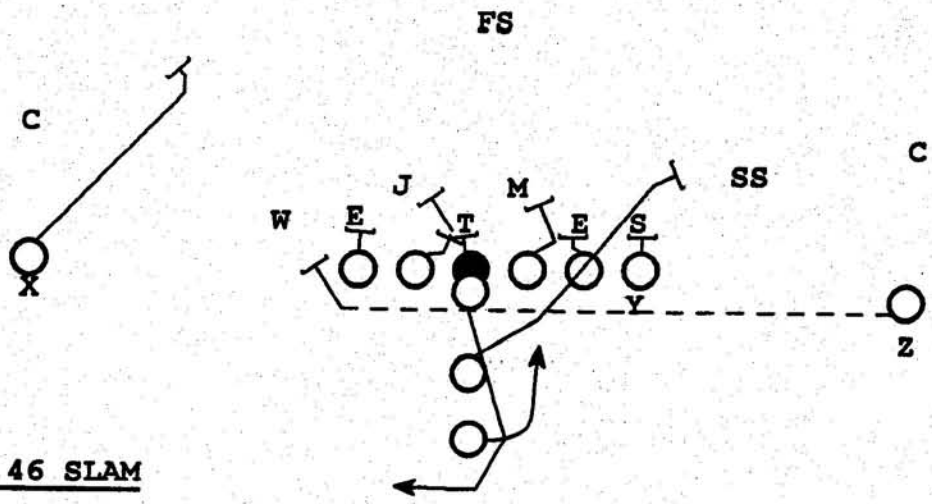
10



OVSTK SOUT SIN (POSS. TRIPLE)

PLAY NUMBER: R 46/7 SLAM

BASIC BLOCKING:



0 ZFT R 46 SLAM

CONCEPT:

TE SIDE VERTICAL PUSH PLAY

RULE:

Z- Fly Tite, Peel Tite (Slot), Fk Z Rev.

Y- FST covered Breach man on, FST UNC - Fan for outside Support Defender.

FST- Hump w/FSG if covered, Fan w/FSY if UNC.

FSG- Hump w/ FSG if covered, Breach man on if covered (Poss. Triple)

C- Scoop, Swirl, Swamp, Clamp, Poss. Triple w/FSG

BSG- Swipe / Swamp / Possible Triple w/center, Reach w/BST Vs. 3 on Backside.

BST- Reach w/BSG Vs. Reduction, Inside of 2 if BSG UNC.

X- Cut Wall

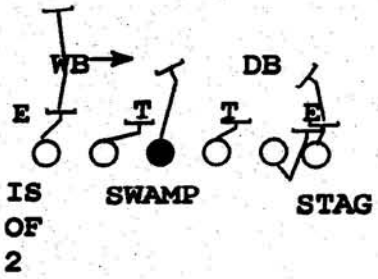
QB- Open to Playside, Get Ball Back to RB, Boot Away.

BALL CARRIER- Lead, Crossover, Roll

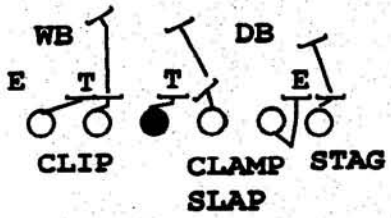
BACK- Vs: Frontside Guard uncovered Block Force.
Vs: 43 Stk Front block sam-inside of TE.
Vs: OVSTK SOUT SIN block sin alignment in bubble look.
Vs: DIA block bubble player.

R 38/9 SLASH

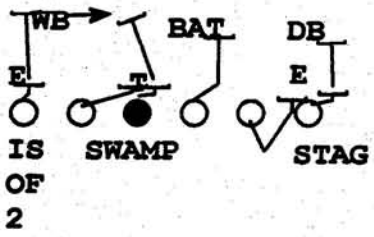
425 OVER



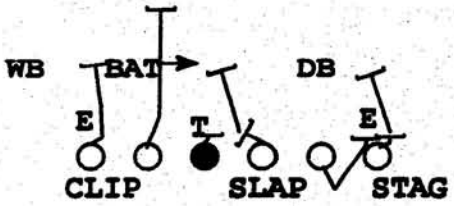
425 UNDER



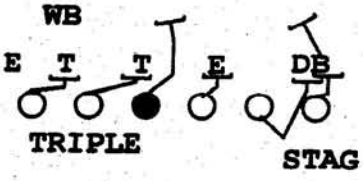
425 BAT OVER



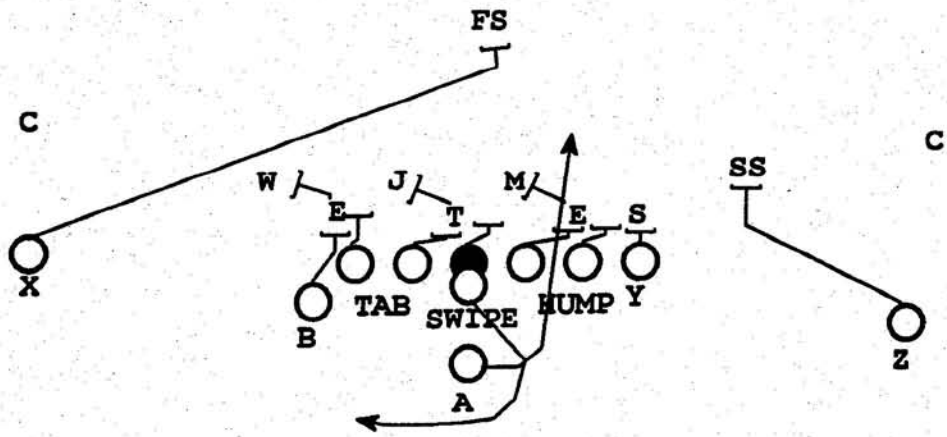
425 BAT UNDER



425 5 DOWN WEAK



PLAY NUMBER: RIDE 34 / 35 ZONE BASIC BLOCKING: INSIDE ZONE



0 UP RIDE 34 ZONE

CONCEPT: Zone Blocking Scheme That Stretches the Defense. O -Line Will Use Defense Momentum to Create An Alley.

RULE:

Z- Force

Y- Breach EOL, if FST UNC, possible (Steel) on DE/LB tandem.

FST- Hump w/FSG if Covered. If UNC Rake Vs. LB inside. (Steel Vs. LB over)

FSG- Hump w/FST if UNC, Base a 3, clamp Vs. MLB.

C- Swipe (Scoop), Swamp, Clamp.

BSG- Swipe, Swamp, Reach

BST- Cut off Tech BS. Tab call = tackle has inside, back has outside.

X- Cut wall.

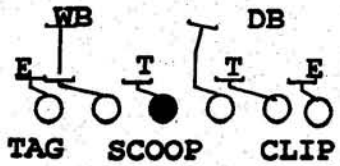
QB- Front out give ball to carrier as deep as possible and fake NKD away.

BALL CARRIER- Lateral lead, crossover, roll, POA, FSG area.

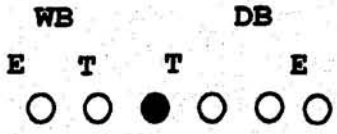
BACK- Backside cutoff, POA outside hip of BSG vs reduction. (Tab call w/tackle vs UNC BSG)

PKG R 39/38 BLADE

425 OVER

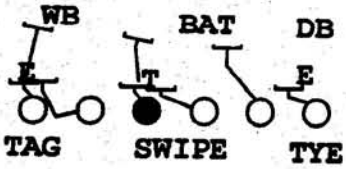


425 UNDER

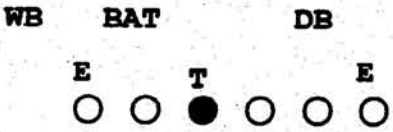


(CHK AUD)

425 BAT OVER

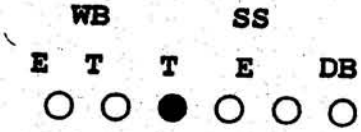


425 BAT UNDER



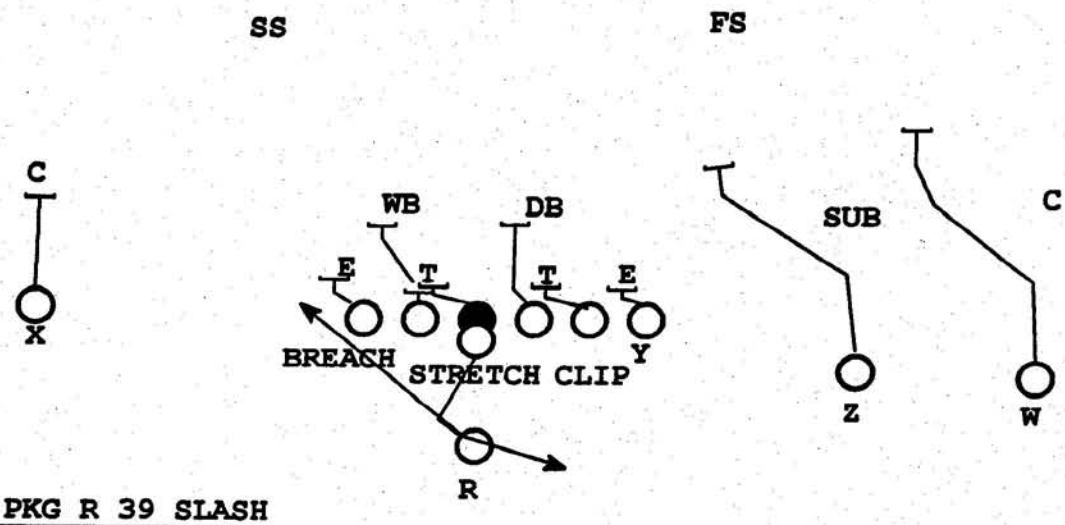
(CHK AUD)

425 5 DOWN WEAK



(CHK AUD)

PLAY NUMBER: R 39/38 BLADE BASIC BLOCKING: SLASH



0 WIDER PKG R 39 SLASH

CONCEPT: 1 Back packaged play to a SE. Stays on vs 3 men to the play side - QB audible vs 4 Frontside.

RULE:

Z- Cut wall.

Y- Backside Cut Off.

FST- Breach EMOL.

FSG- Stretch/Clamp w/ C, Tag w/ FST if UNC.

C- Scoop if covered. Sretch/Clamp w/ FSG for FSLB if UNC.

BSG- Clip or Front w/ BST for BSLB.

BST- Clip or Front w/ BSG for BSLB.

X- Block Force.

QB- Front out, get ball to back as deep as possible, fake naked away. Be alert to 4 frontside to check play.

BALL CARRIER- Drop step, turn on Slash course w/ POA inside hip of TE or where original TE would be. Slash read, run the alley (7,5,3,1 hole read).

W - Cut Wall.

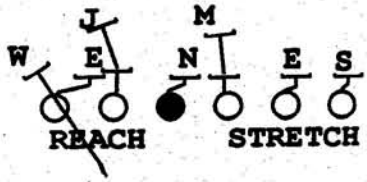
RIDE 34 / 35 ZONE

1



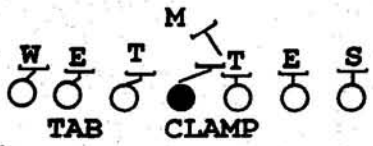
34 UNDER

2



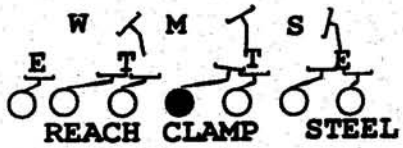
34/44

3



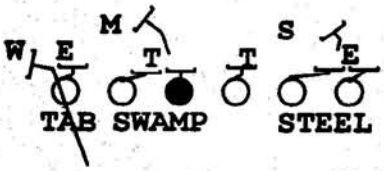
(0/1 ON) 4-3

4



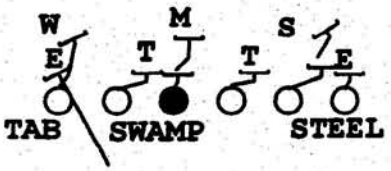
43 STK (0/1 ON)

5



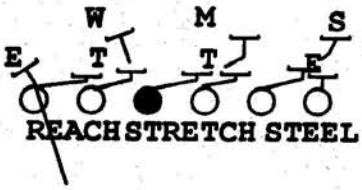
43 OVSTK

6



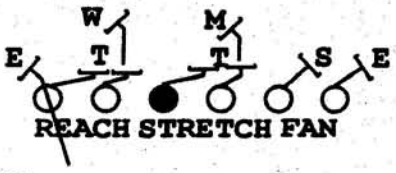
43 OVSTKP

7



44 STG

8



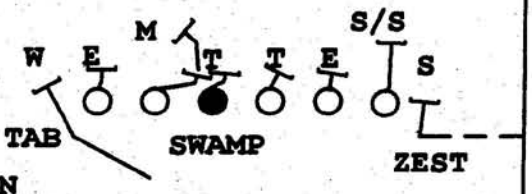
44 STGSAM SW

9



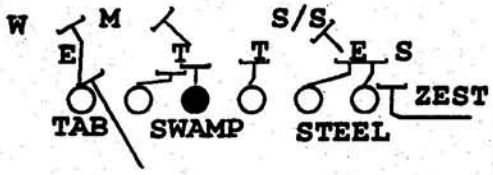
43 DIAM

10



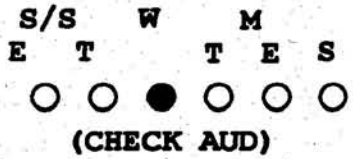
OVER SIN

11



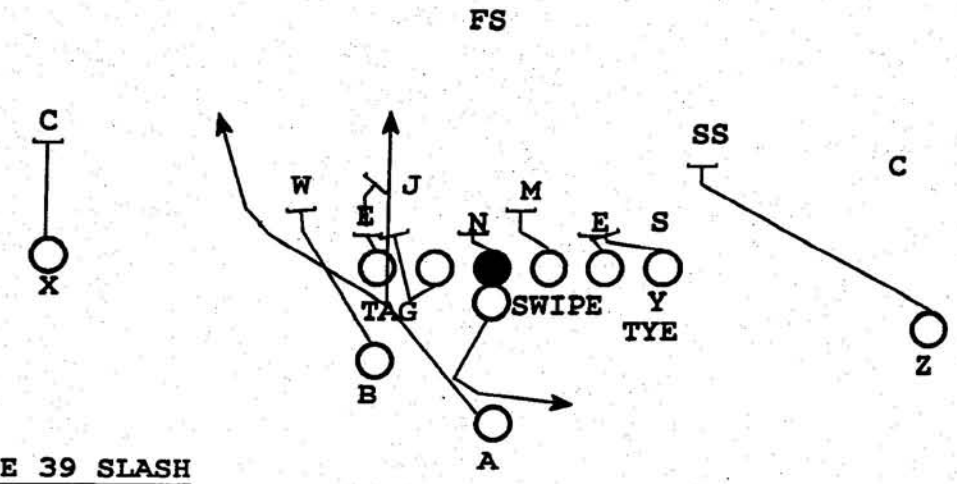
(POSS AUD CHECK) OSSO SIN

12



44 BOSS SINWK

PLAY NUMBER: RIDE 39 / 38 SLASH BASIC BLOCKING: SLASH



0 WK RIDE 39 SLASH

CONCEPT: Slash blocking scheme that stretches the defense. O-Line will use defense's momentum to create an alley. Vs: Sky player the QB will give a "BENGAL CALL".

RULE:

Z- Backside Cut wall, FS: Force, FS Bengal: Man over

Y- Backside - Zone w/BST (Tye for LB, Tess for Safety). FS: Breach or Stag, Alert Bengal

FST- Breach or Tag. Poss Stag w/FSY, Poss Tiger.

FSG- Breach or Tag. Clamp w/ C vs 4-3, Possible Bengal/Slap/or Tiger

C- Scoop, Swipe, Swamp. If Unc-Clamp MLB, Poss Bengal/Slap/or Tiger

BSG- Swipe , Swamp (cut) vs nose shade backside, Clip for BSLB vs man on.

BST- Tye or Tess w/ BSY when BSG is Unc. Clip (cut) man on BSG. Bengal = Full Reach FS.

X- Force. Alert Bengal = Man Over.

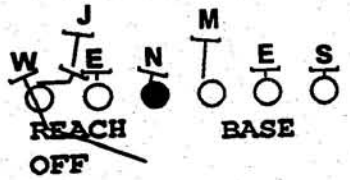
QB- Front out, give to ball carrier as deep as possible and fake naked away.

BALL CARRIER- Drop step,Turn on slash course w/ POA outside hip of TE or where original TE would be. Slash read; run the alley (7,5,3,1 hole read).

BACK- Block Will LB on or off the LOS.Bengal CAll: BLock Force

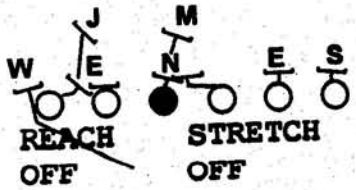
R 34/5 ZONE ROLLBACK

1



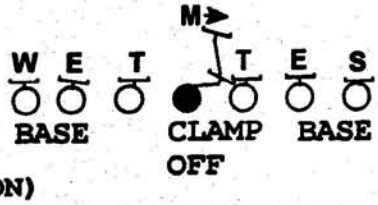
34 UNDER

2



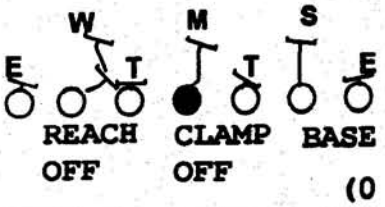
34/44

3



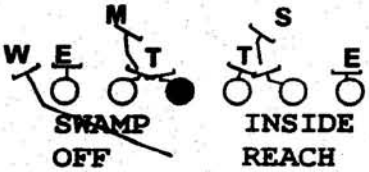
(0 ON) 4-3

4



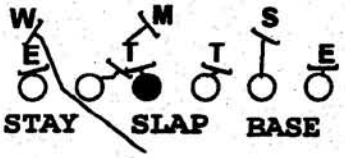
43 STK (0 ON)

5



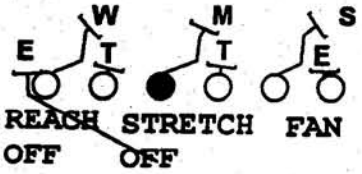
43 OVSTK

6



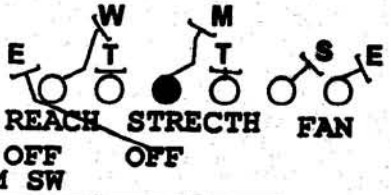
43 OVSTKP 34 STAY RB

7



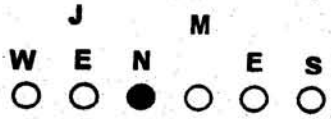
44 STG

8



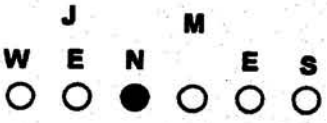
44 STGSAM SW

9



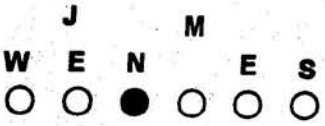
43 DIAM

10



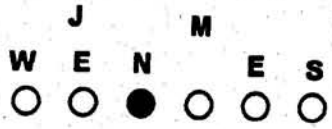
OVSTK SOUT SIN

11



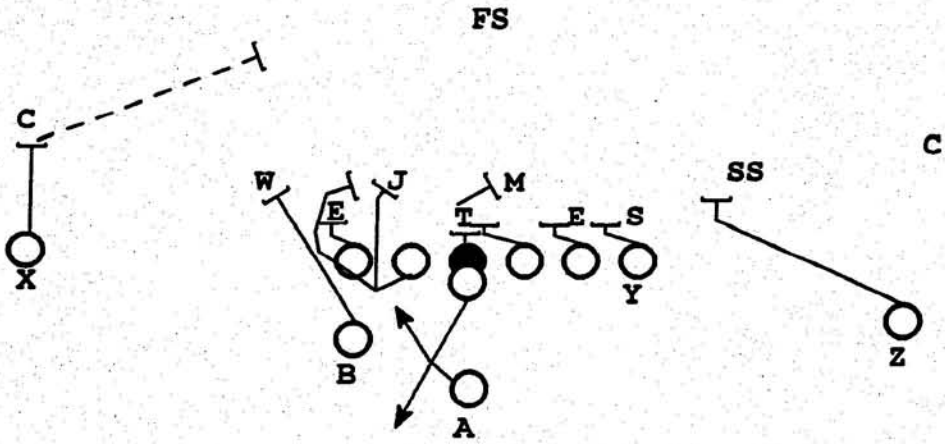
OSSO SIN

12



44 BOSS SINWK

PLAY NUMBER: RIDE 47 / 46 BASIC BLOCKING: OFF TACKLE ZONE OR MAN



0 WEAK RIDE 47

CONCEPT: Off Tackle to Open End, Features Option Running Lane.

RULE:

Z- Cut Wall.

Y- Backside Cutoff = No release. C on BSLB - Base/Fan BST. Possible TESS call with backside T Vs. S/S Buzz.

FST- Hump w/ FSG, Breach Vs. Reduced. Possible Tiger

FSG- Hump w/FST, Breach Vs. Reduced.

C- Swipe, Swamp, UNC block BSLB, Clamp Vs. MLB.

BSG- Swipe w/ C, Swamp, Base Vs Man on. Reach w/BST Vs. Bubble backside. C on BSLB - Base Rules.

BST- Backside Cutoff - Reach w/BSG Vs. Bubble BS. C on BSLB Base/ Fan w/ BSY. Possible TESS w/ BSY.

X- FORCE

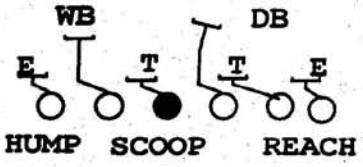
QB- Open frontside, get ball back to ball carrier, Fake NKD away.

BALL CARRIER- Lead crossover, roll, receive the ball, key man over FST to next down lineman

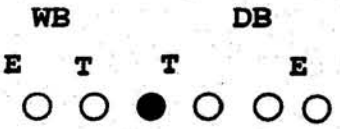
BACK-Block will LB on or off LOS.

R 35/34 ZORRO

425 OVER

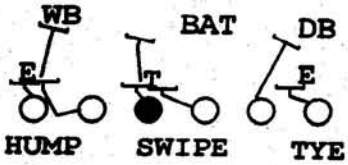


425 UNDER

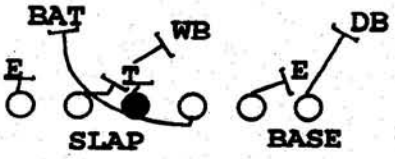


(CHK AUD)

425 BAT OVER

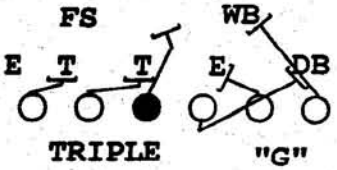


425 BAT UNDER



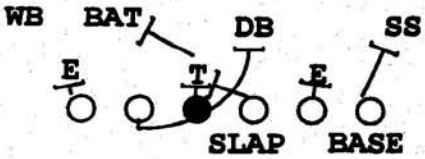
(CHK OKIE)

425 5 DOWN WEAK



(CHK "G")

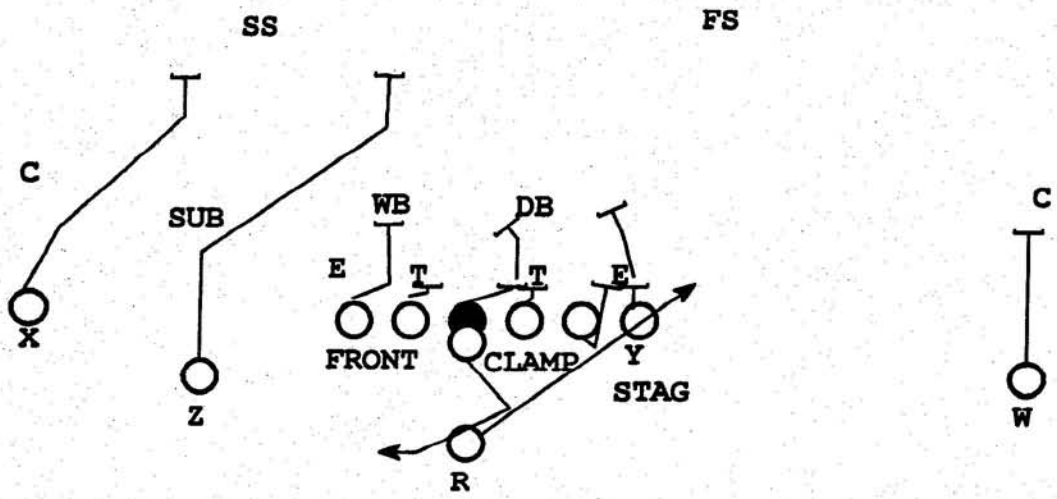
425 BAT UNDER



(CHK OKIE)

PLAY NUMBER: R 38/39 SLASH

BASIC BLOCKING: SLASH



0 SW R 38 SLASH

CONCEPT: 1 Back Slash to a TE. Run from a 2-2 Set.

RULE:

Z- Cut Wall.

Y- Stag w/ FST, Breach EMOL if FST on Tag.

FST- Stag w/ FSY, Tag w/ FSG.

FSG- Breach Man On, Tag w/ FST if UNC.

C- UNC = Clamp w/ FSG for BSLB. Covered = Scoop.

BSG- Clip on front w/ BST (for BS Secondary Player.)

BST- Clip on front w/ BSG (for BS Secondary Player.)

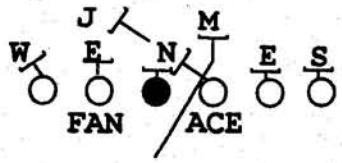
X- Cut Wall.

QB- Front out, give ball to ball carrier as deep as possible and fake naked away.

BALL CARRIER- Drop step, Turn on Slash course w/ POA inside hip of TE. Slash read (8,6,4,2,0 hole read).

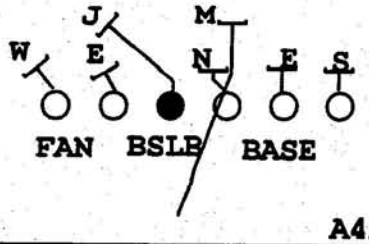
W - Block Force.

1



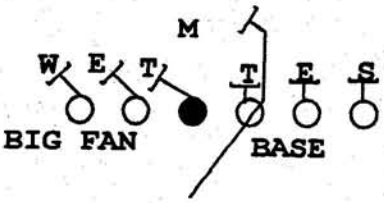
A42 LEAD — 34 UNDER

2



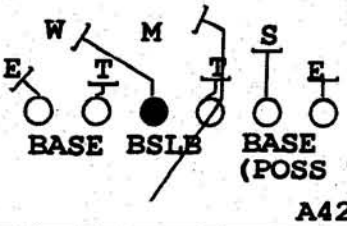
34/44 — A42 LEAD

3



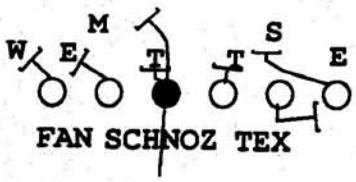
A42 LEAD — 4-3

4



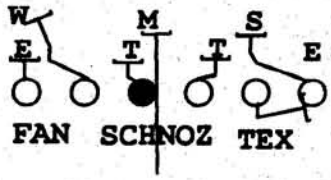
43 STK — A42 LEAD

5



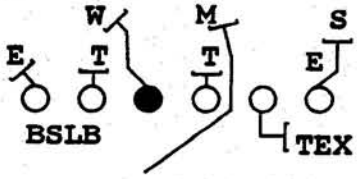
A42 LEAD — 43 OVSTK

6



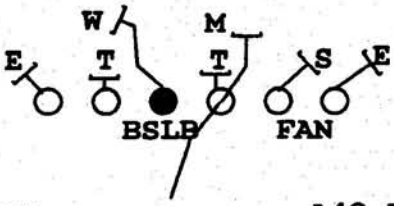
43 OVSTKP — A42 LEAD

7



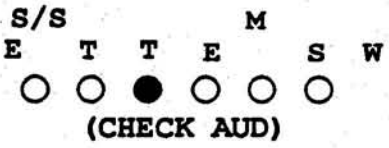
A42 LEAD — 44 STG

8



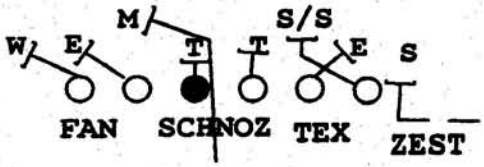
44 STGSAM SW — A42 LEAD

9



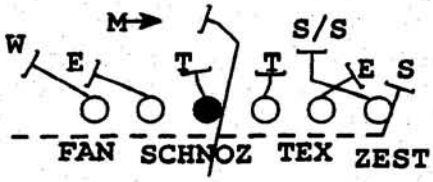
A42 LEAD — 43 DIAM

10



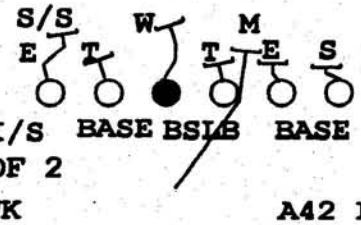
OVSTK SOUT SIN — A42 LEAD

11



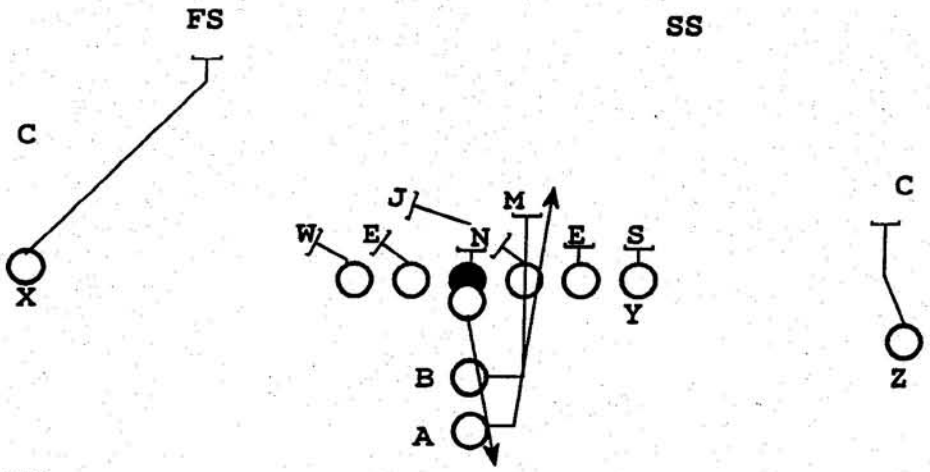
A42 LEAD — OSSO SIN

12



44 BOSS SINWK — A42 LEAD

PLAY NUMBER: A 42 / 43 LEAD BASIC BLOCKING: ACE GATE



0 A 42 LEAD

CONCEPT: Draw to TE Side Using Isolation Scheme.

RULE:

Z- Force. Possible zest w/TE Vs. SAF inside.

Y- Base man on, attack inside # area of EMOL. Possible Tex vs strong tackle bubble. Possible zest w/z Vs. SAF Inside.

FST- Base man on using quick set attack principle. vs Bubble - Tex w/FSY

FSG- UNC, set & show pass - Ace nose w/ C to BSLB, base man on if all 3 FS covered (Base), Draw technique vs: 3 w/ FST/Y on Tex.

C- Ace w/FSG for BSLB, Schnoz vs nose shade BS. If UNC, set & show pass and attack BSLB.

BSG- Fan to #1 on LOS.

BST- Fan to #2 on LOS.

X- Cut Wall.

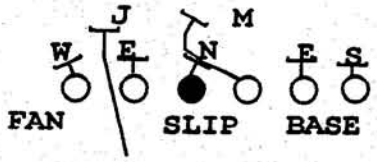
QB- Open, bring ball straight back to A back, give ball and set up Behind Center.

BALL CARRIER- Slide step to A gap, accept hand off and key man over FST to next down lineman inside.

B/T- Slide step to FS, key man over FST for FSLB. Block outside # of LB. Give the TB a two way go.

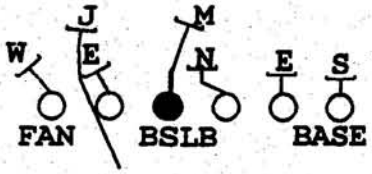
A 45 / 44 LEAD (DRAW)

1



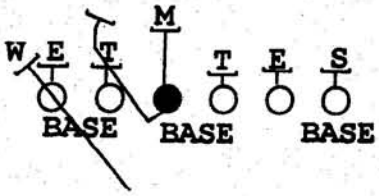
45 — 34 UNDER

2



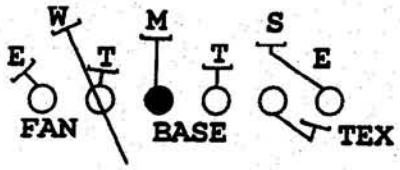
34/44 — 45

3



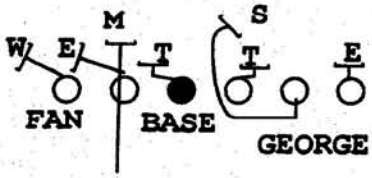
45 — 4-3

4



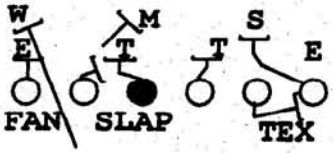
43 STK — 45

5



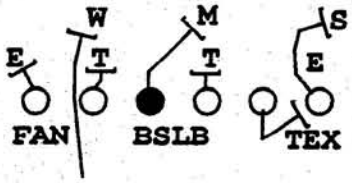
45 — 43 OVSTK

6



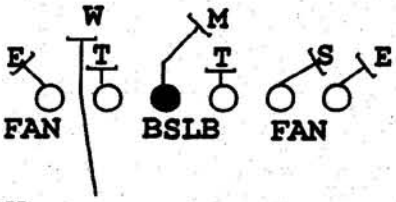
43 OVSTKP — 45

7



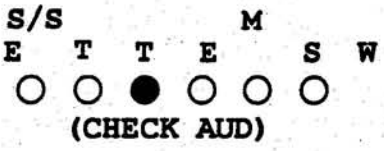
45 — 44 STG

8



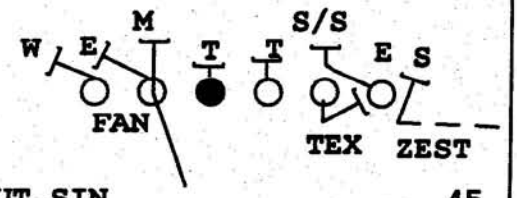
44 STGSAM SW — 45

9



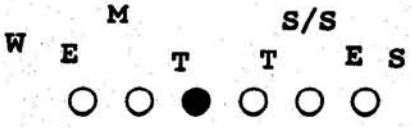
45 — 43 DIAM

10



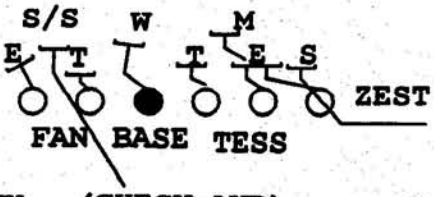
OVSTK SOUT SIN — 45

11



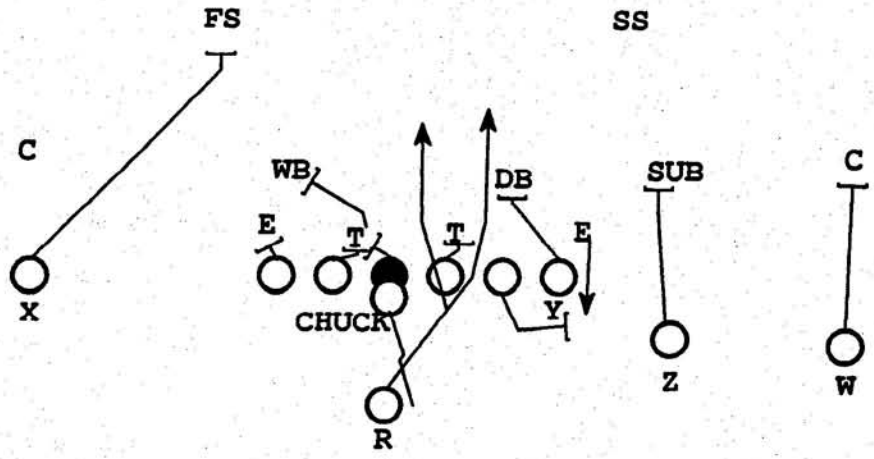
45 — OSSO SIN

12



44 BOSS SINWK (CHECK AUD) — 45

PLAY NUMBER: 40 / 41 TEX BASIC BLOCKING: 1 BACK DRAW



0 WIDER 40 TEX

CONCEPT: Single Back Draw to TE Side. Only Good vs. 6 in Box. Check Pass vs. 7 in Box.

RULE:

W- WDR - Man Over. (Either vs. Press = Run Off)

Z- WDR - Force.

Y- TEX w/ FST for FSLB. Release Keyed on DE's alignment.

FST- TEX w/ Fsy. Fan vs. Switch Look.

FSG- Base man on, overset if possible.

C- BSLB if UNC. Possible Chuck vs. over look.

BSG- Base man on, Possible Chuck w/ Center.

BST- EMOL on backside.

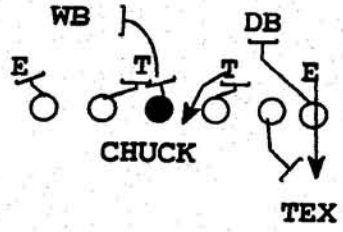
X- WDR - Cut Wall.

QB- Show 5 step pass drop and give ball to ball carrier.

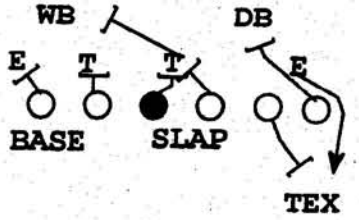
BALL CARRIER- Slide playside A gap. Draw read 1st man past the center.

40/41 TEX

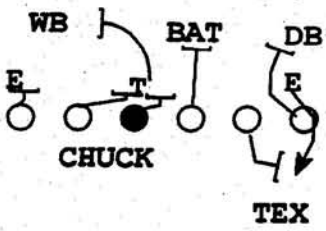
425 OVER



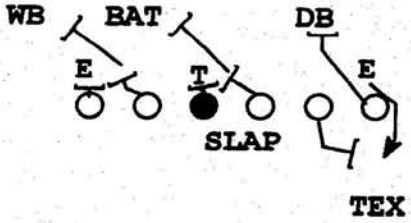
425 UNDER



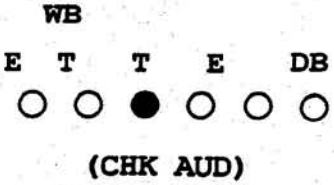
425 BAT OVER



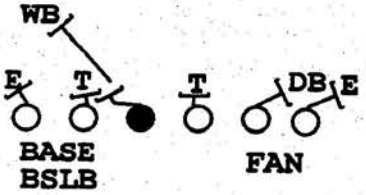
425 BAT UNDER



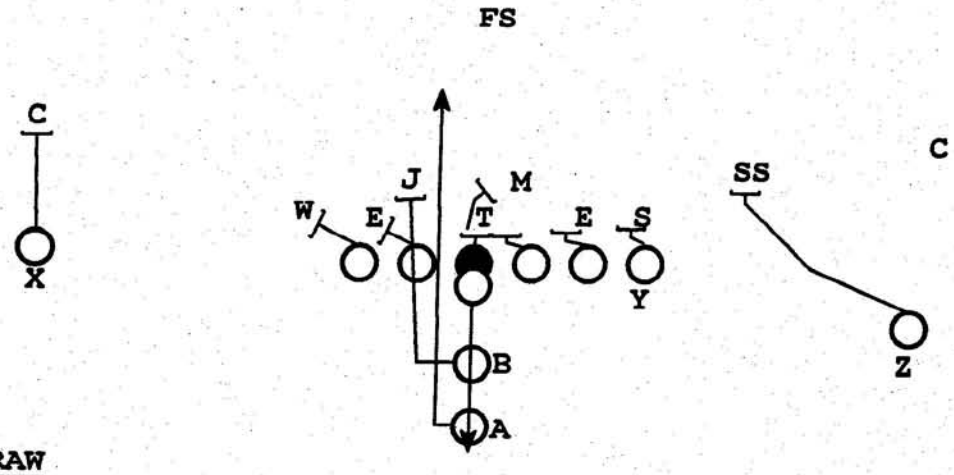
425 5 DOWN WEAK



425 DB SWITCH



PLAY NUMBER: A 45 / 44 LEAD (DRAW) BASIC BLOCKING: WEAKSIDE DRAW



0 A 45 DRAW

CONCEPT: Weakside Lead Draw Concept.
(Draw = Split Flow)

RULE:

Z- Cut Wall. Run off Vs. Press

Y- BS set and block inside # of EMOL, possible Tex w/ BST vs tackle bubble. (Possible Zest block).

FST- Fan for #2 man on LOS.

FSG- Fan for #1 man on LOS.

C- Base nose - possibly slip w/ BSG vs 34 look. vs 43 base Mike LB, thru FS down man, if UNC work to BSLB.

BSG- Slip w/ C if LB over, base man on. Allow no penetration to inside.

BST- Base man on, possible Tex w/ TE if LB over, or George w/ BSG if LB inside, possible slip w/ LB over.

X- Force

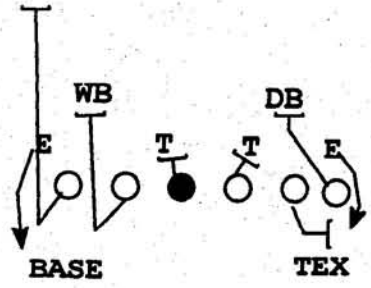
QB- Show 5 step pass drop and give ball to ball carrier.

BALL CARRIER- Slide step to A Gap, key man over FST to next down man inside.

BACK- Slide step playside, key man over FST, block playside LB.

PKG 41/40

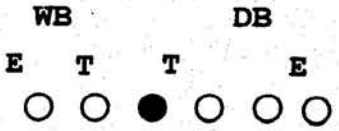
425 OVER



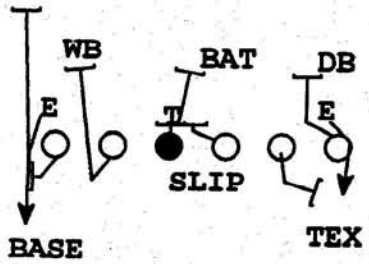
POSS. GUT

425 UNDER

CHECK AUDIBLE

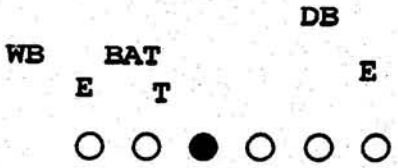


425 BAT OVER

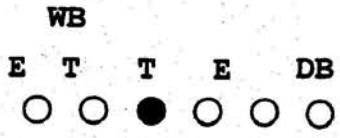


425 BAT UNDER

CHECK AUDIBLE

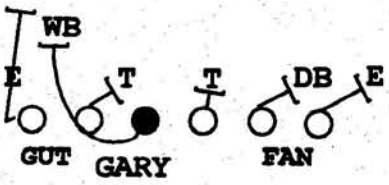


425 5 DOWN WEAK

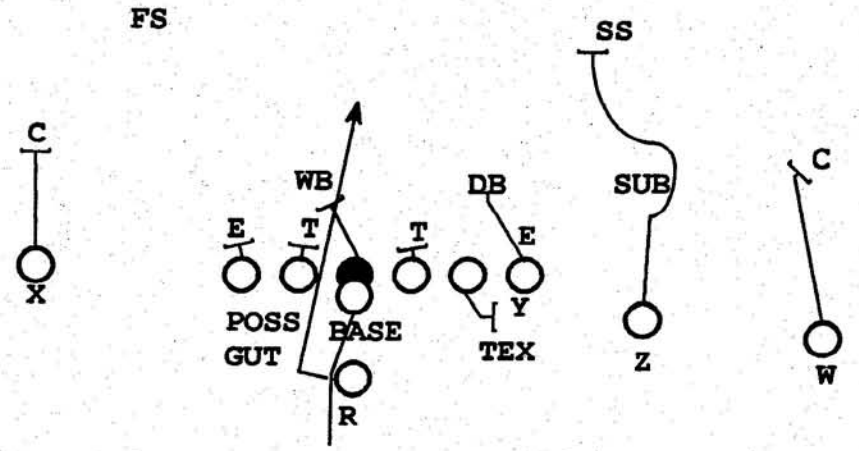


(CHK AUD)

425 OV DB SWITCH



PLAY NUMBER: PKG 41 / 40 BASIC BLOCKING: 1 BACK DRAW



0 WIDER PKG 41

CONCEPT: Weakside Single Back Draw Involving Gut Blocking by FST (Double Duty) . Can Be Run vs 6, Should Be Checked vs 7.

RULE:

Z- Outside Release sub Cut Wall safety.

Y- Tex w/ BST. Fan on switch.

FST- Set, show pass, block man on w/ heavy inside out influence. (Possible Gut vs 6 in box for next secondary defender).

FSG- Overset man on, UNC=show pass and block man over. (Poss. Gary w/ Center)

C- UNC = Base to FSLB. Covered = man on. Poss Gary.

BSG- Base man on, possible george w/ BST.

BST- Base man on, possible george w/ BSG vs bubble LB inside. Poss TEX w/ BSY if LB over.

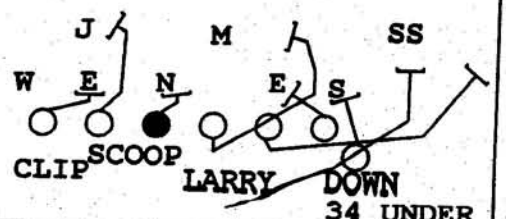
X- Force.

QB- Show 5 step drop, and give the ball to ball carrier.

BALL CARRIER- Slide to playside, accept ball, read 1st down man FS to next man inside.

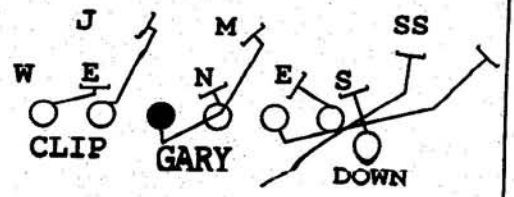
W/T- Cut Wall #2.

1



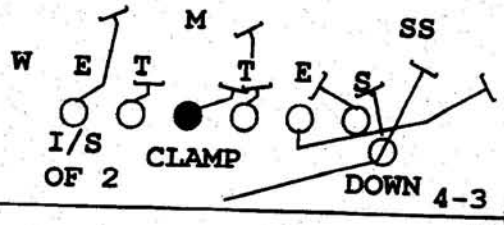
34 UNDER

2



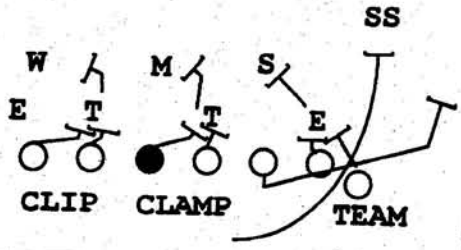
34/44

3



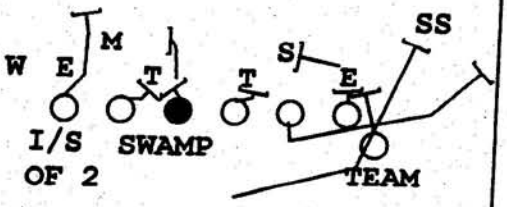
4-3

4



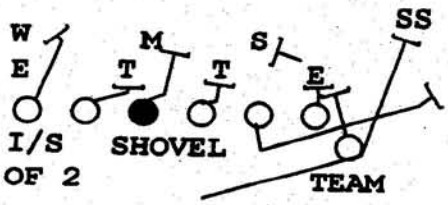
43 STK

5



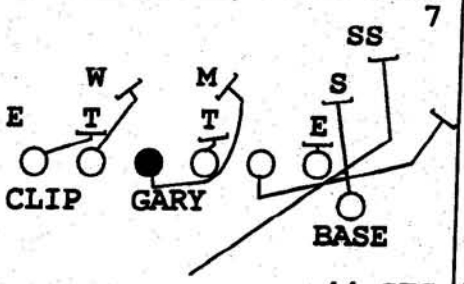
43 OVSTK

6



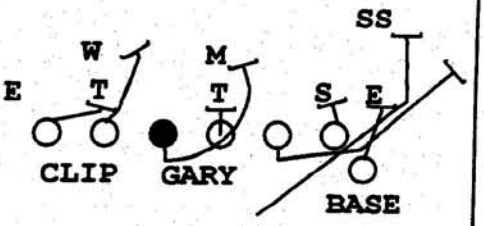
43 OVSTKP

7



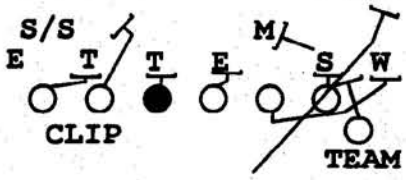
44 STG

8



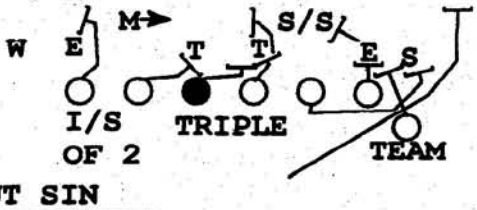
44 STGSAM SW

9



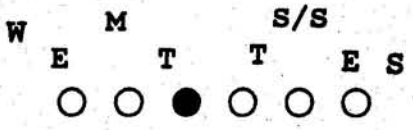
43 DIAM

10



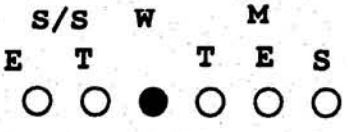
OVSTK SOUT SIN

11



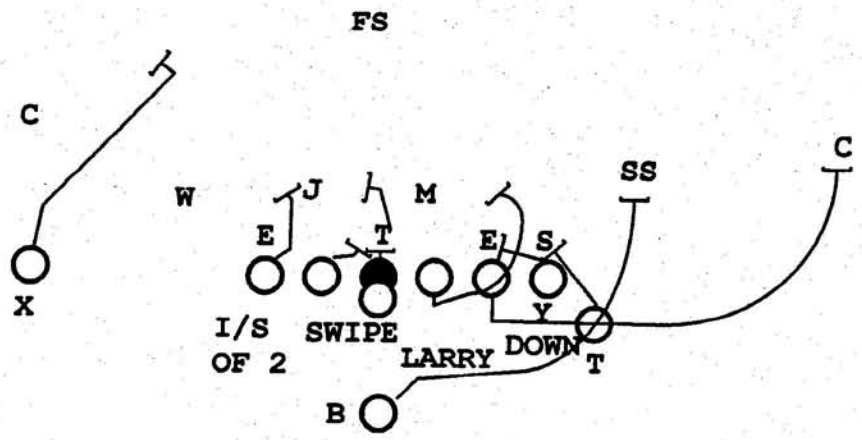
OSSO SIN

12



44 BOSS SINWK

PLAY NUMBER: TOSS 38/39 BOSS U CRACK BASIC BLOCKING: BOSS U CRACK



0 CLOSE T 38 BOSS U CRACK

CONCEPT: U CRACK TOSS PLAY FEATURING BOSS BLOCKING

RULE:

T- Block U Crack.

Y- Block U Crack.

FST- Pull w/depth for widest defender.

FSG- Boss Blocking Rule.

C- Boss Blocking Rule.

BSG- Back side Toss Blocking.

BST- Back side Toss BLocking.

X- Cut Wall.

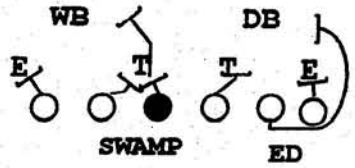
QB- Reverse Pivot, Toss, Boot Away.

BALL CARRIER- Toss Concept.

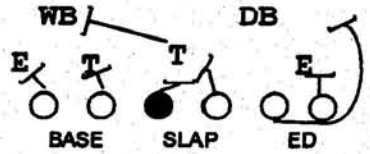
BACK- Alley.

PKG T 38/9 ED

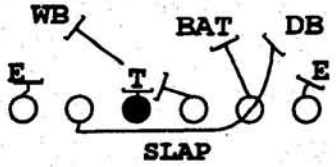
425 OVER



425 UNDER

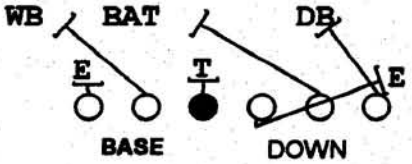


425 BAT OVER



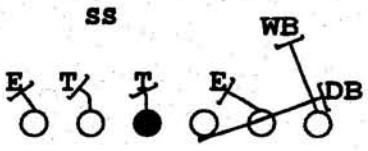
CHK "O"

425 BAT UNDER

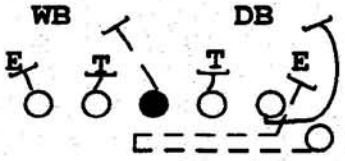


CHK "G"

425 5 DOWN WEAK



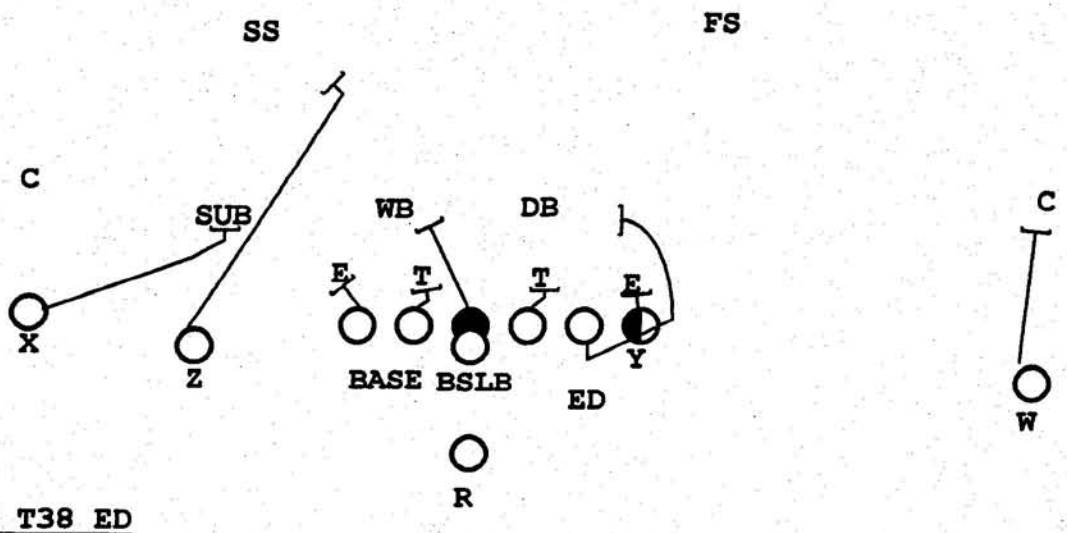
CHK "G"



Y FLY, PEEL

PLAY NUMBER: PKG T 38/9 ED

BASIC BLOCKING: ED



0 SW PKG T38 ED

CONCEPT: 1 Back packaged play VS. 6 in the box. Stays up vs. 6I Check to either "G" or "O" vs. 9 tech. Chk to pass vs. 7 in box.

RULE:

Z- Cut wall.

Y- Down block vs. 6i

FST- Pull for FSLB on ED.

FSG- Breach man on

C- 6 man in box rules = Block BSLB

BSG- C on BSLB = Base

BST- C on BSLB = Base

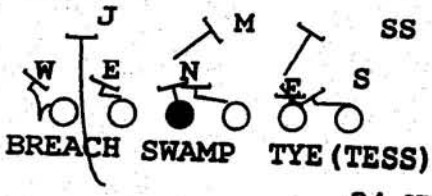
X- Cut Wall #2

QB- Toss Ball to R, Boot Away

BALL CARRIER- Toss Lateral, Keep Depth, Key block of OT on FSLB

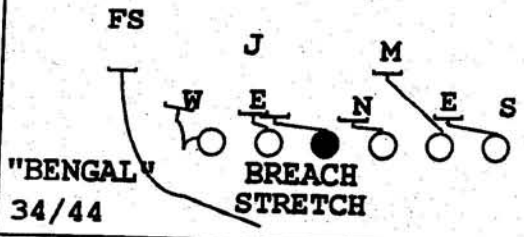
W - Force

1



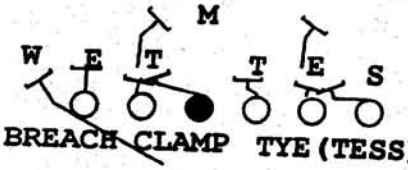
34 UNDER

2



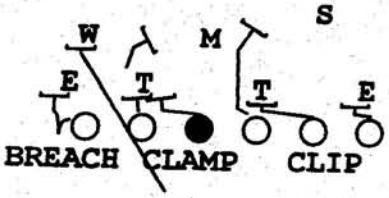
34/44

3



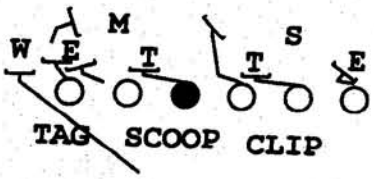
4-3

4



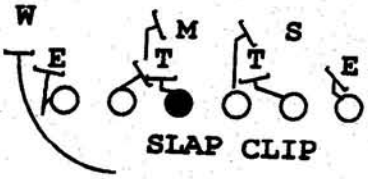
43 STK

5



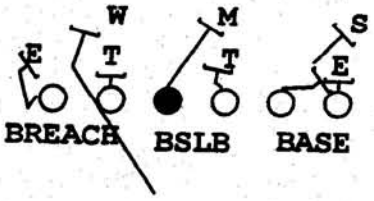
43 OVSTK

6



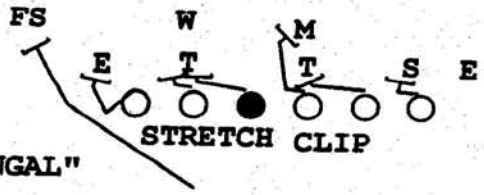
43 OVSTKP (POSS. TIGER)

7



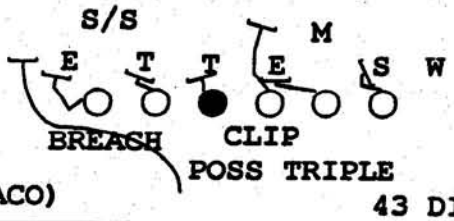
44 STG

8



44 STGSAM SW

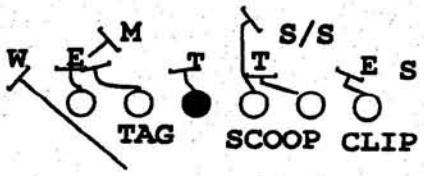
9



(CHK TACO)

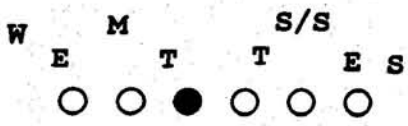
43 DIAM

10



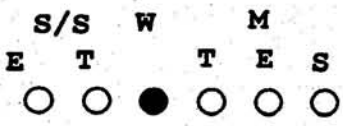
OVSTK SOUT SIN

11



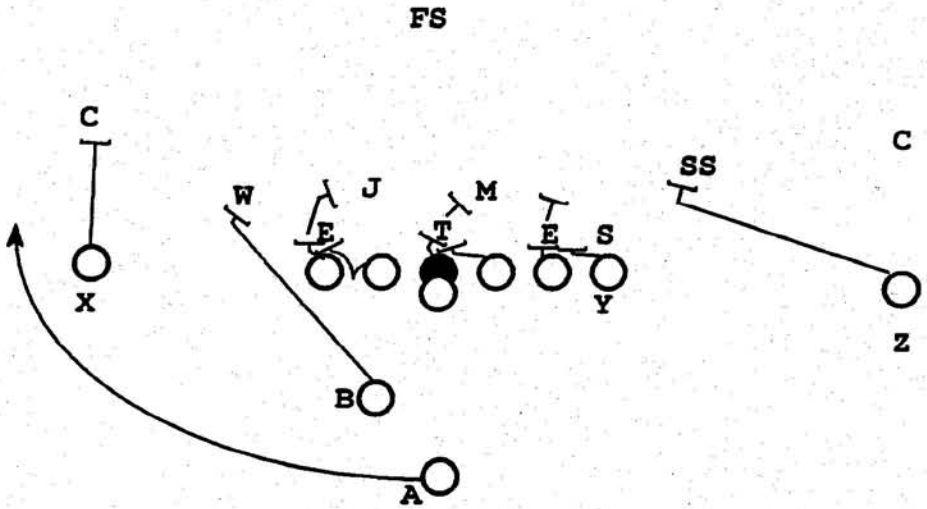
OSSO SIN

12



44 BOSS SINWK

PLAY NUMBER: T 39/8 BASIC BLOCKING: SLASH



0 WK T39

CONCEPT: WEAKSIDE TOSS EMPLOYING SLASH SCHEME BLOCKING & ADJUSTMENTS

RULE:

Z- B.S Cut Wall,F.S Force

Y- Backside Zone w/ BST: Tye or Tess

FST- Breach or Tag.

FSG- Breach or Tag. Clamp w/Center vs. 4-3, Poss. BENGAL call, Slap or Tiger.

C- Scoop, Swipe, Swamp, UNC - clamp MLB. Poss. Bengal, Slap or Tiger.

BSG- Swipe, Swamp, Clip.

BST- Tye/Tess w/BSY when BSG UNC. Clip 3 on BSG, BENGAL = full reach frontside.

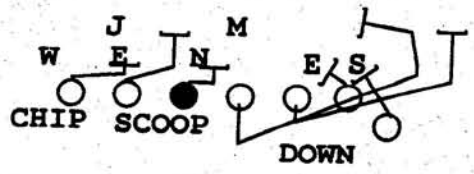
X- Force, Alert Bengal = Man over.

QB- Reverse Pivot, Toss, Boot Away.

BALL CARRIER- Lateral Toss, Keep Depth. Key man over FST to next man inside

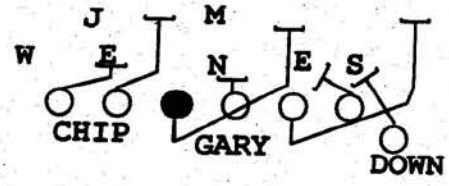
BACK- Block will LB on or off LOS. BENGAL = block force.

1



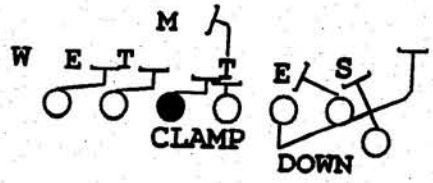
34 UNDER

2



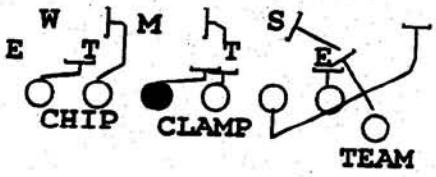
34/44

3



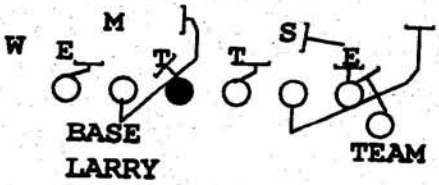
4-3

4



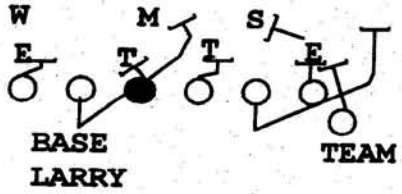
43 STK

5



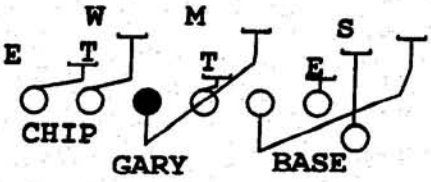
43 OVSTK

6



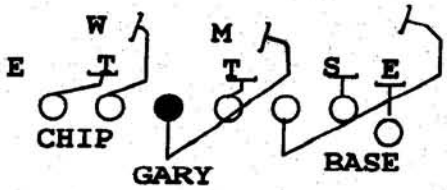
43 OVSTKP

7



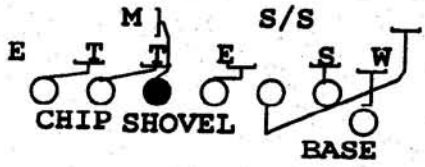
44 STG

8



44 STGSAM SW

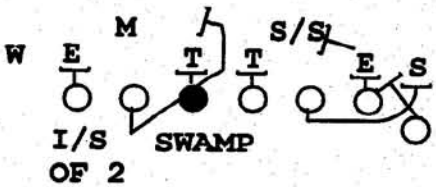
9



(CHK AUDIBLE)

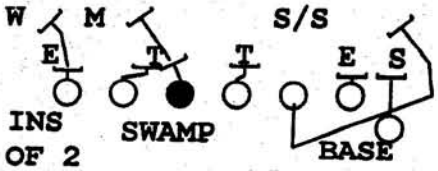
43 DIAM

10



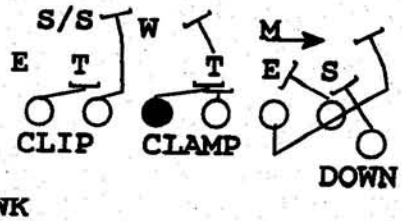
OVSTK SOUT SIN

11

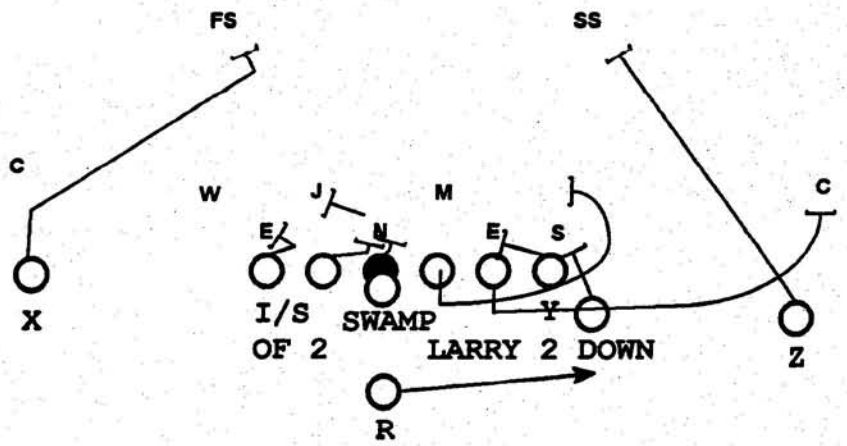


OSSO SIN

12



44 BOSS SINWK



0 FLOOD TOSS 38 U CRACK

CONCEPT: Boundary Concept Using Wing/TE Combo - Effective vs a Team That Will Not Put S/S Into Boundary.

RULE:

Z- Crack Block

Y- Down block man over FST, Vs Bubble, team w/ Wing for EMOL/LB; 2 Men on = Base

FST- Pull for Widest Defender

FSG- Pull for FSLB Vs. 3-4, Base Man on.

C- Swipe Vs. 3-4, Gary for FSLB if UNC.

BSG- Swipe Vs. 3-4, Clip or Front w/BST Vs. Man on.

BST- Inside # cutoff, Clip 3 or Pull for BSLB on Front call.

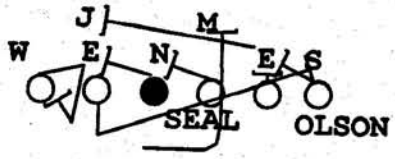
X- #2

QB- Toss Action and Fake Naked

BALL CARRIER- Down hill sweep. POA 5 yards depth behind TE. Read block on EMOL to next man inside.

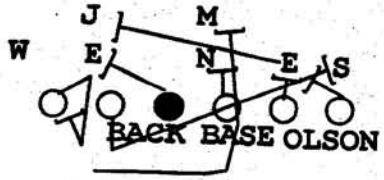
T/BACK- Wing Alignment - Block down on EMOL to Seal. Team w/ FSY Vs. Bubble look Fs. 2 Men on = Base.

1



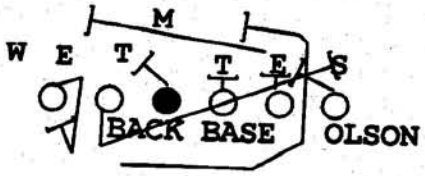
34 UNDER

2



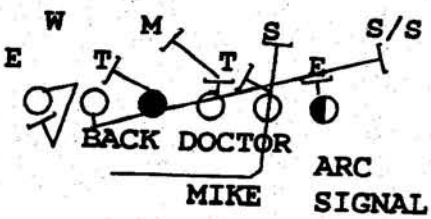
34/44

3



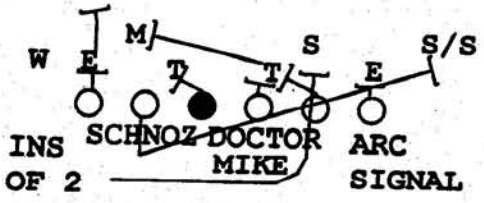
4-3

4



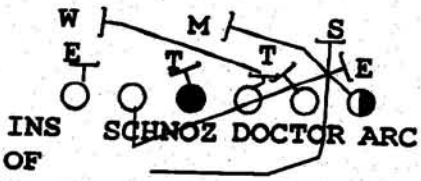
43 STK

5



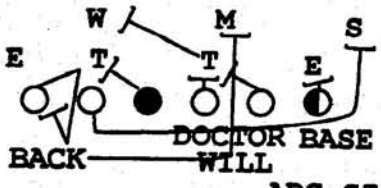
43 OVSTK

6



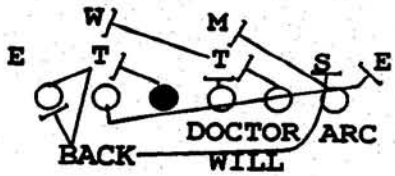
43 OVSTKP

7



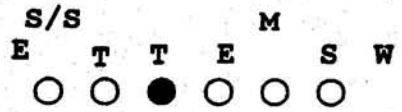
44 STG

8



44 STGSAM SW

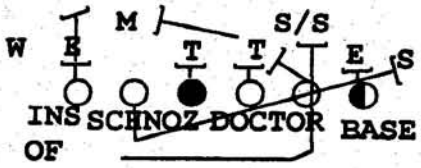
9



*CHK KNIFE OR TACO

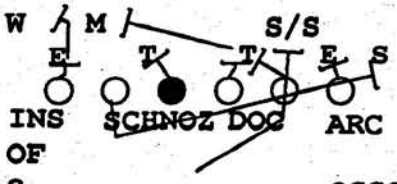
43 DIAM

10



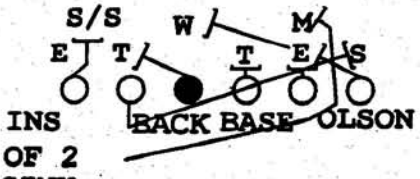
OVSTK SOUT SIN

11



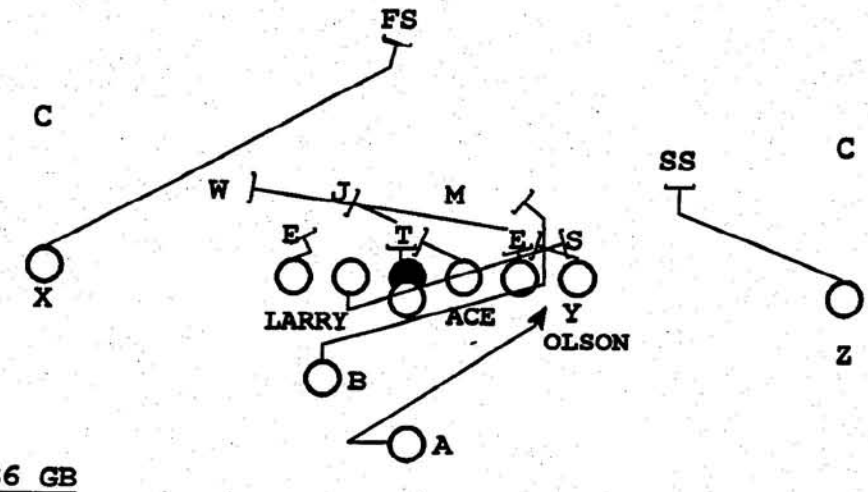
OSSO SIN

12



44 BOSS SINK

PLAY NUMBER: CTR 36/37 GB BASIC BLOCKING: GB



0 WEAK CTR 36 GB

CONCEPT: Misdirection Play Off A Full Flow Play to Set Up Nakeds

RULE:

Z- Force - Arc signal block man over.

Y- Olson w/ FST, Vs FST UNC - Block inside Gap, Arc signal if ness.

FST- Olson w/FSY to BSLB, Doctor w/FSG if UNC - LB over DOC to Mike, UNC=Doc to Will.
9 call to Alert Frontside Tackle to block the Will.

FSG- Ace, Base man on if both you and FST covered. Doc w/ FS Olson, w/ FS Doc block 1st defender outside of Y.

C- Ace, Seal, Back, always cover for pulling guard

BSG- Larry call-puill on inside out course. Block EMOL w/ FS olson, w/FS Doc block 1st defender outside of Y.

BST- BS cut off tech.

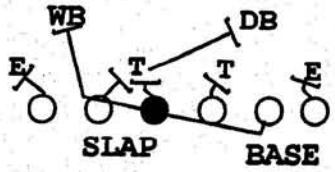
X- #2

QB- Open Away "a" back hand off over the top. Continue on course to fake Naked. Vs: Diamond, check Knife or Taco.

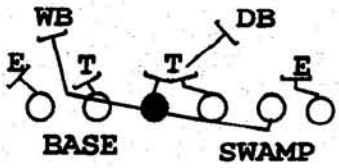
BALL CARRIER- Counter SLide step to A gap.
Option run block of B back on LB

BACK- Lead step backside foot. Track, Read EMOL to block FSLB.

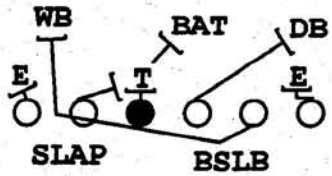
425 OVER



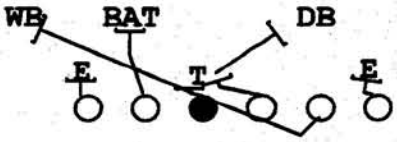
425 UNDER



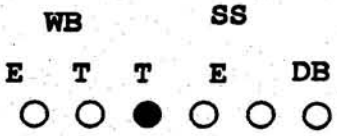
425 BAT OVER



425 BAT UNDER

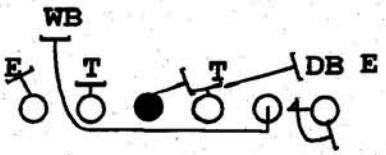


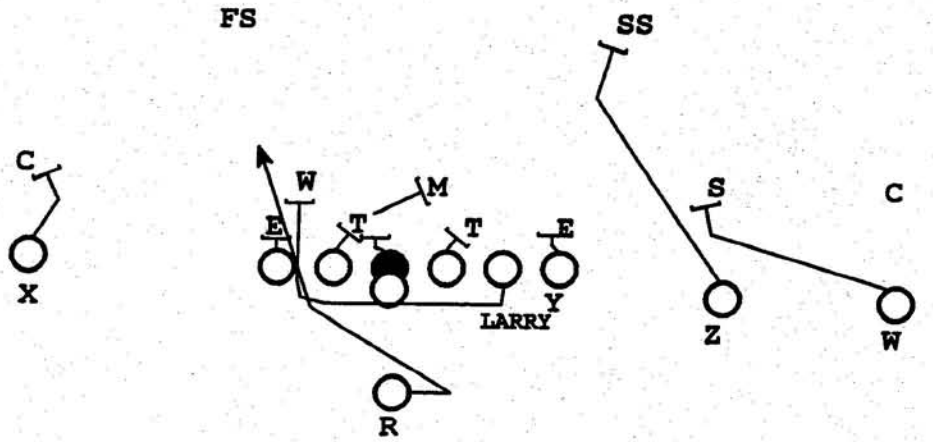
425 5 DOWN WEAK



"CHK OUT"

425 DB SWITCH





0 WIDER PKG CTR 35 T

CONCEPT: Single Back Counter to Short Side Used vs Sub Looks or 6 In Box Defenses. QB Checks - By Game Plan

RULE:

Z- Cut Off #2.

Y- Base Man on.

FST- Regular-Inside out drive block Vs. contain defender.

FSG- Base Man on.

C- Base to BSLB.

BSG- Base.

BST- Pull & Lead for FSLB.

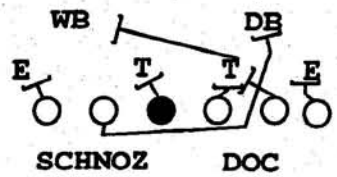
X- Force.

QB- Counter steps - Hand ball back. Continue to break perimeter. Qb check = 7 in Box, check to audible.

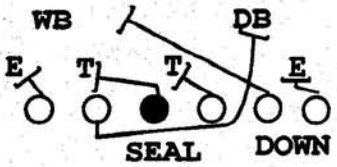
BALL CARRIER- Counter slide to TE, key block of pulling tackle.

W- Cut Off #2.

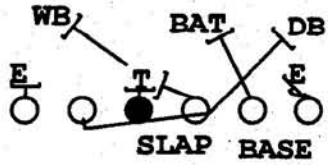
425 OVER



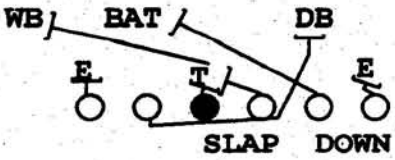
425 UNDER



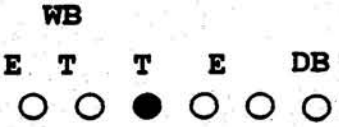
425 BAT OVER



425 BAT UNDER

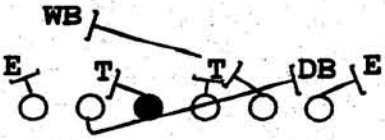


425 5 DOWN WEAK

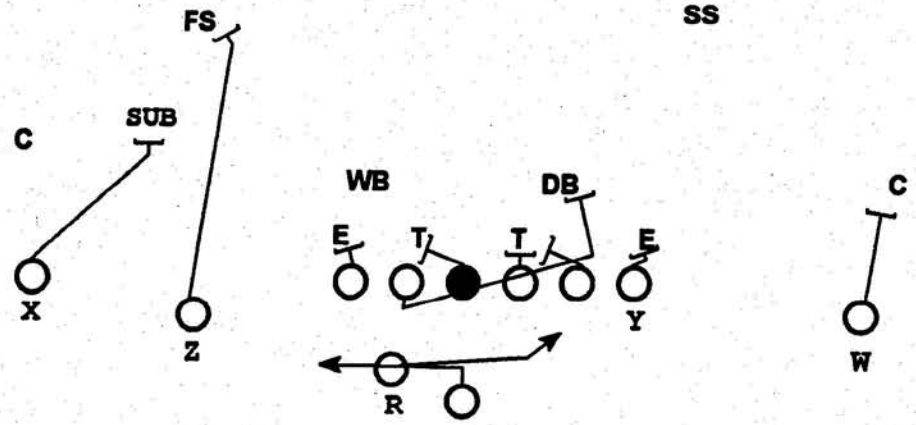


"CHK OUT"

425 DB SWITCH



PLAY NUMBER: SLANT 36/7 "0" BASIC BLOCKING: COUNTER "O"



GUN 2 SW SL 36 "0"

CONCEPT: Single Back Run to TE Side, Used vs Sub Looks or 6 in Box Defenses. QB Check vs 7 in Box.

RULE:

Z- Cut Off #2

Y- Base Man on. Switch = Turn out on EMOL w/ 2 on you.

FST- Base Man on. Doc w/FSG if UNC for BSLB, Doc Rake if BSLB close to mid line of formation.

FSG- Base Man on. Possible seal with C if UNC. Doc or Doc Rake if FST UNC.

C- Back if UNC to cover for pulling guard. Possible seal if both you and BSG are Covered. Schnoz Vs. Nose shade to BS.

BSG- Pull and lead for FSLB. Switch Look = trap man over FSY.

BST- Base EMOL. Possible combo with Center on wide 3 backside.

X- Cut Off #2.

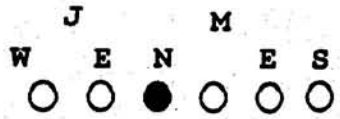
QB- Execute Hand off - continue on Naked Fake.

BALL CARRIER- Open pivot under QB to run in backside hip relationship of pulling guard.

W- Force

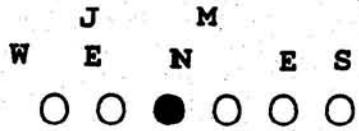
R 36/7 BOUNCE

1



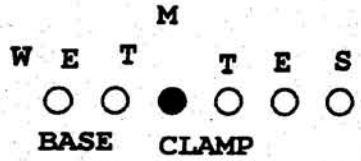
34 UNDER

2



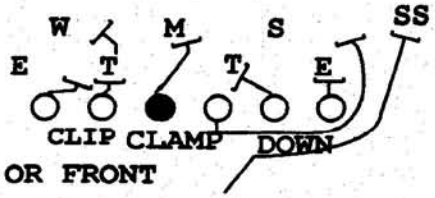
34/44

3



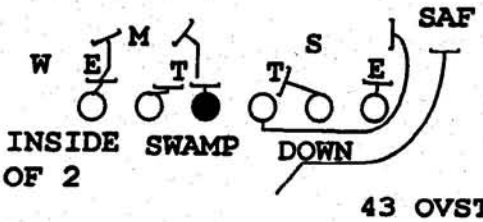
4-3

4



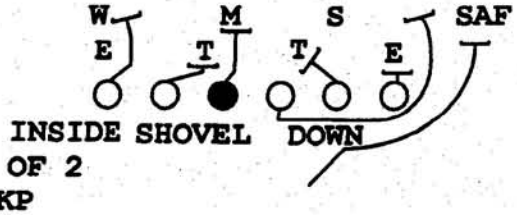
43 STK

5



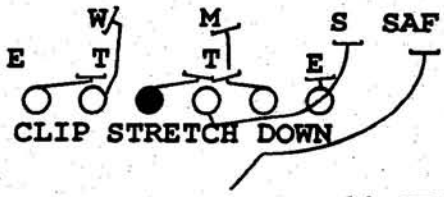
43 OVSTK

6



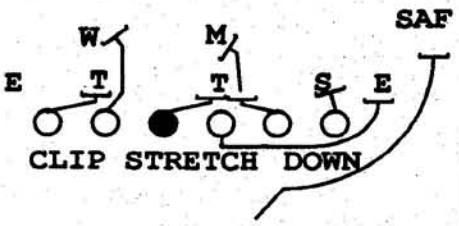
43 OVSTKP

7



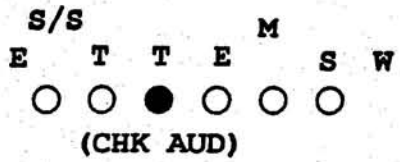
44 STG

8



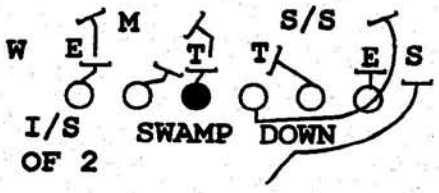
44 STGSAM SW

9



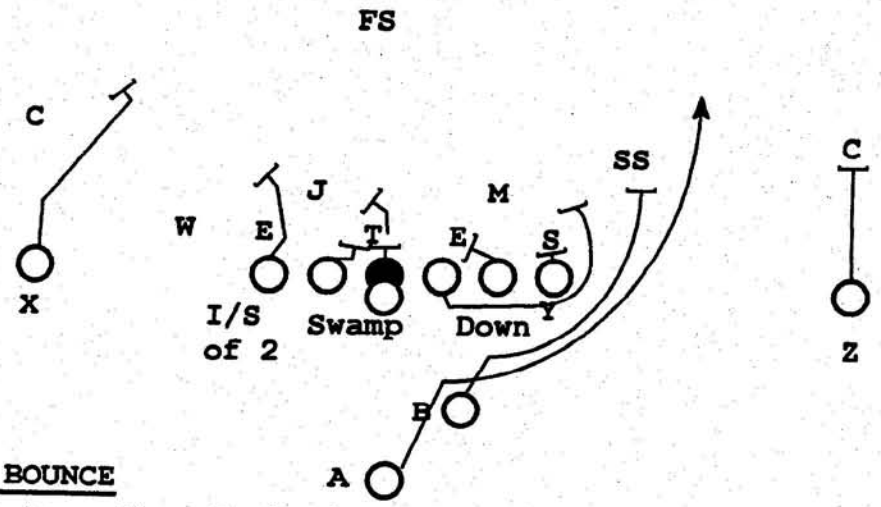
43 DIAM

10



OVSTK SOUT SIN

PLAY NUMBER: R 36/7 BOUNCE BASIC BLOCKING: BOUNCE



0 STRONG R 36 BOUNCE

CONCEPT: Boss type Play featuring Down Blocking. Good only Vs. 3-6 look to TE.

RULE:

Z- Man Over.

Y- Breach Man On.

FST- Down Block on FS 3 Technique.

FSG- Pull for FSLB.

C- Scoop / Swipe / Swamp, Clamp for MLB. Stretch for Mike STR.

BSG- Swipe / Swamp with center / Clip Vs. 3 Backside with BST.

BST- Inside of 2, clip w/BSG Vs. 3 BS.

X- Cut Wall

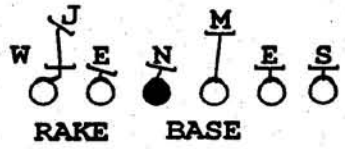
QB- Front Out, Get Ball to RB, Boot Away.

BALL CARRIER- POA inside Hip of FST, Lateral Lead Slash. Key Pulling OG on LB.

BACK- Boss Blocking Rule.

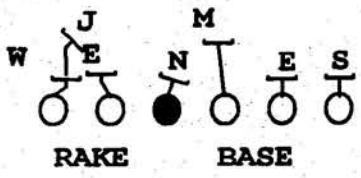
PKG R 10/11 PITCH

1



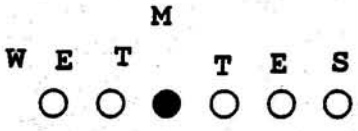
34 UNDER

2



34/44

3

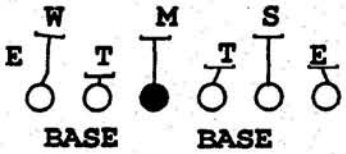


(CHECK AUDIBLE)

4-3

4

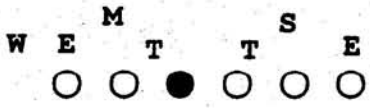
SS



43 STK

5

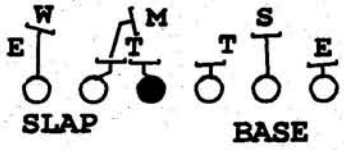
SAF



(CHECK AUDIBLE)

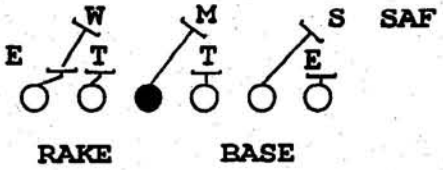
43 OVSTK

6



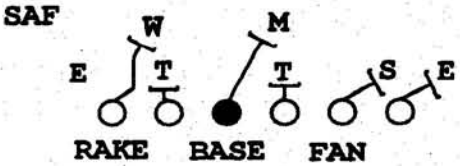
43 OVSTKP

7



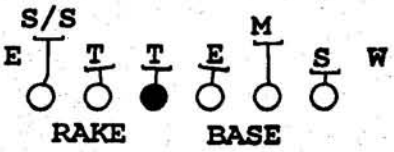
44 STG

8



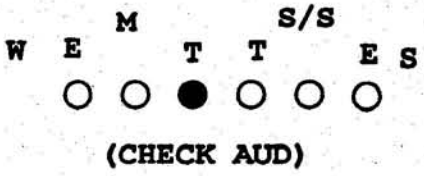
44 STGSAM SW

9



43 DIAM

10

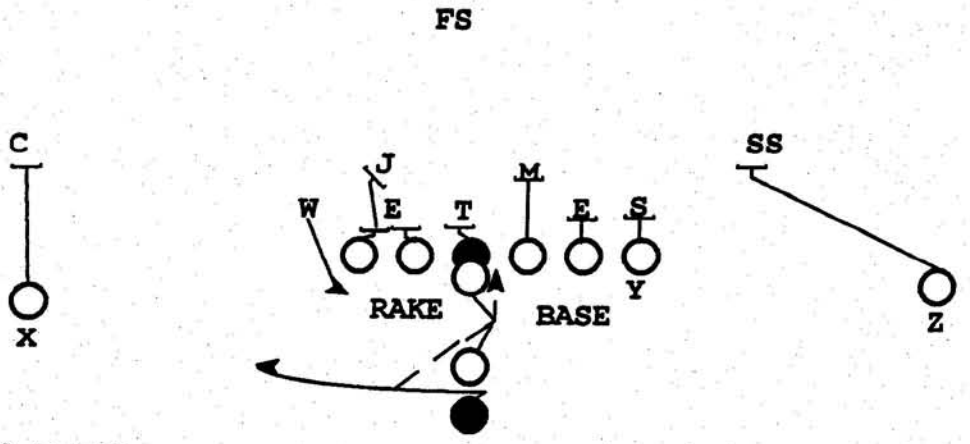


(CHECK AUD)

OVSTK SOUT SIN

PLAY NUMBER: PKG 10 / 11 PITCH

BASIC BLOCKING:



0 PKG R 10 PITCH

CONCEPT: Packaged Play only good Vs. Reduction to Pitch Side. QB would also check to audible Vs. Weak side Sky Coverage.

RULE:

Z- Cut Wall.

Y- Base Block EMOL.

FST- Base Block Man On or Man Over.

FSG- Base Block Man On or Man Over.

C- Base Block Man On or Man Over.

BSG- Rake to Inside LB Vs. Reduction.

BST- Rake to Inside LB. Vs. Reduction.

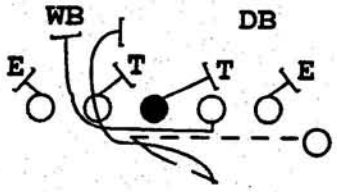
X- Force

QB- Open to Number side, Fake to B, Pivot to Pitch the Ball to A.

BALL CARRIER- Jab to number side, Align at 8 yards Depth, Stay Flat.

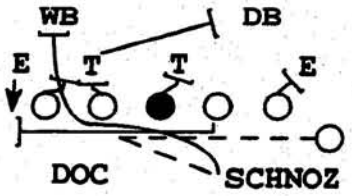
BACK- Fake Ride 10, POA playside hip of Center.

425 OVER

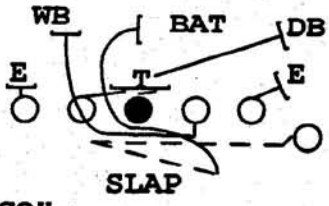


"TANGO"

425 UNDER

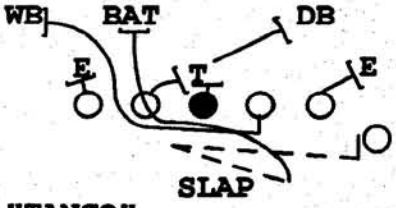


425 BAT OVER



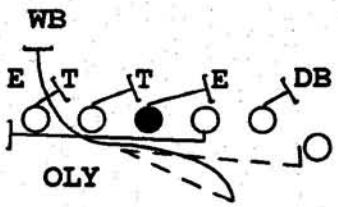
"TANGO"

425 BAT UNDER



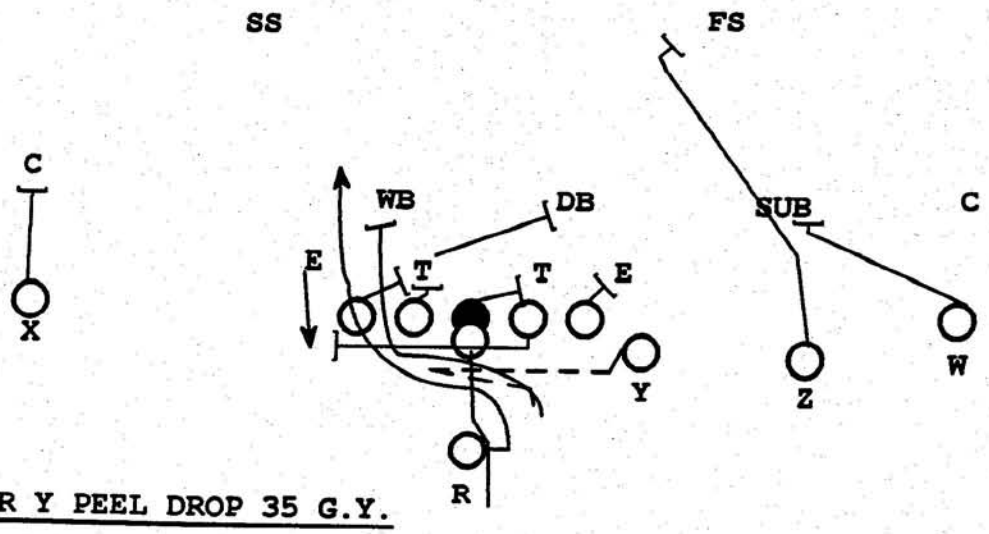
"TANGO"

425 5 DOWN WEAK



PLAY NUMBER: Pkg Drop 35/4 G.Y.

BASIC BLOCKING:



0 OFF WDR Y PEEL DROP 35 G.Y.

CONCEPT: Weakside CTR play Vs. 6 in the Box. Chk Pass Vs. 7, "Tango" Vs. 2I or UNC FSG.

RULE:

Z- Cut off #2.

Y- From Off Position, Pull and Lead on FSLB, "TANGO": Pull and Lead in BSLB.

FST- Doc with FSG for BSLB, "TANGO": Drive Block EMOL.

FSG- Doc with FST for BSLB, "TANGO": Drive Block Man On.

C- Block Back - Cover for Pulling Guard.

BSG- Pull and Kick Out EMOL. "TANGO": Lead up on FSLB under FST's Block.

BST- Base B.S. EMOL

X- Force.

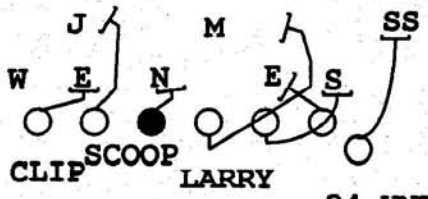
QB- Drop out Make Hand-off Opposite Side of Play Call.

BALL CARRIER- Counter Step Backside recieve Underneath Hand-Off from QB. Key Lead Block of Y.

W - Cut Off #2

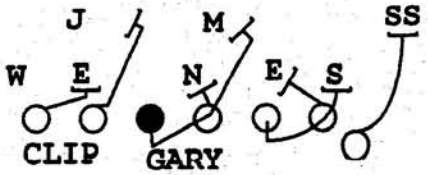
TOSS 38 / 39 BOSS ED

1



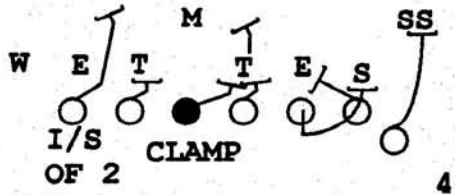
34 UNDER

2



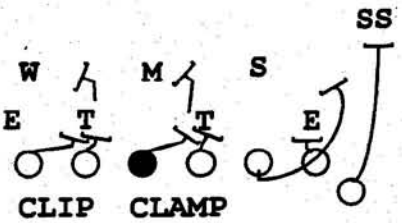
34/44

3



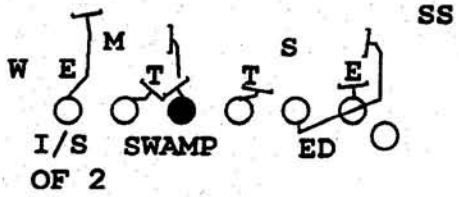
4-3

4



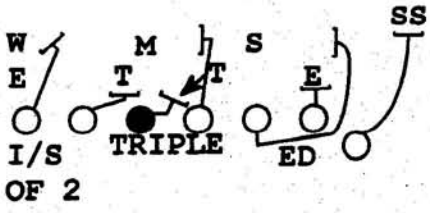
43 STK

5



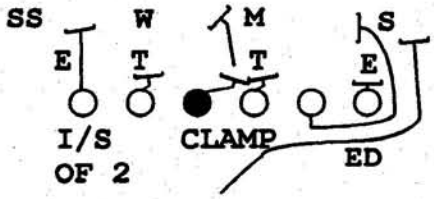
43 OVSTK

6



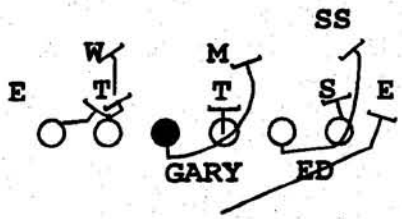
43 OVSTKP

7



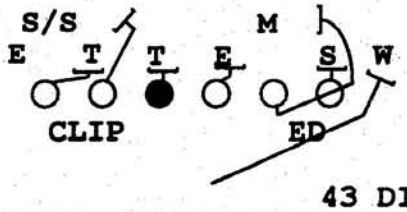
44 STG

8



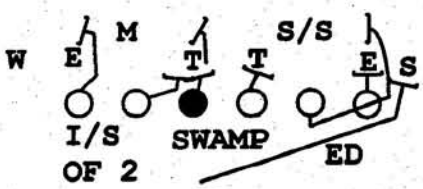
44 STGSAM SW

9



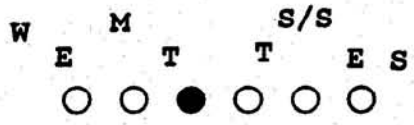
43 DIAM

10



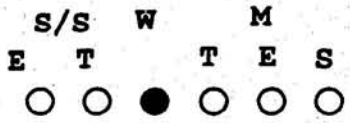
OVSTK SOUT SIN

11



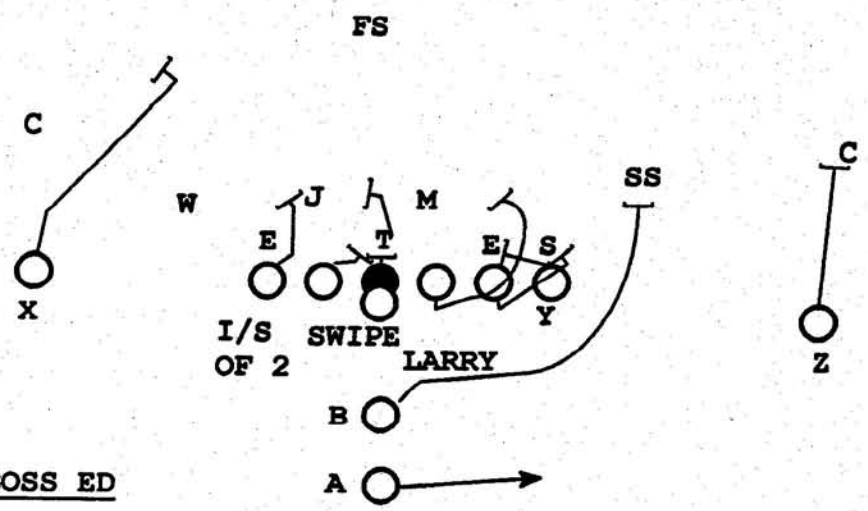
OSSO SIN

12



44 BOSS SINWK

PLAY NUMBER: TOSS 38/39 BOSS ED BASIC BLOCKING: BOSS ED



0 CLOSE T 38 BOSS ED

CONCEPT: U CRACK TOSS PLAY FEATURING BOSS BLOCKING

RULE:

Z- Block U Crack.

Y- Ed Block w/ FST

FST- Ed Block w/ FSY

FSG- Larry for Mike or Breach man on.

C- Scoop / Swirl / Swamp, Clampvs. MLB, Gary for Mike Strong.

BSG- Swipe, Swamp w/c, clip vs. 3 BS w/BST.

BST- Inside of 2, clip w/ BSG vs. 3 BS.

X- Cut Wall.

QB- Reverse Pivot, Toss, Boot Away.

BALL CARRIER- Lateral Toss, Keep Depth, key FST to FSG on LB.

BACK- Force.

2001 SHORT YARDAGE

RUN

1. SL 32/3 LEAD
2. QB 10
3. SL 46/7 FAN DBL LEAD
4. R 46/7 FAN DIVIDE KEEPER
5. R 47/6 FAN CWM
6. R 46/7 SLAM CWM
7. CTR 36/7 G.B QB KEEPER

PASS

1. R 137 K.D STAY T CHOICE
2. R 139 K.D BLOCK SEMI
3. SL 132 SLOW T OVER
4. SL 137 DUAL STAY T SAIL
5. SL 133 RUN IT X SPOT

SHORT YARDAGE AND GOAL LINE SITUATIONS

GOALS:

1. Convert all 3rd and 1 yards into first downs.
2. Convert all 1st and goal situations inside the +5 yard line into Touchdowns.

ADJUSTMENTS:

1. SPLITS: Tighten splits according to the situation.
   (SY = 18" / GL = 6")
2. STANCE: Put more weight on your hand.
3. ALIGNMENT: Get up on the ball.
4. Be alert for assignment adjustments.
5. Get off on the snap count.

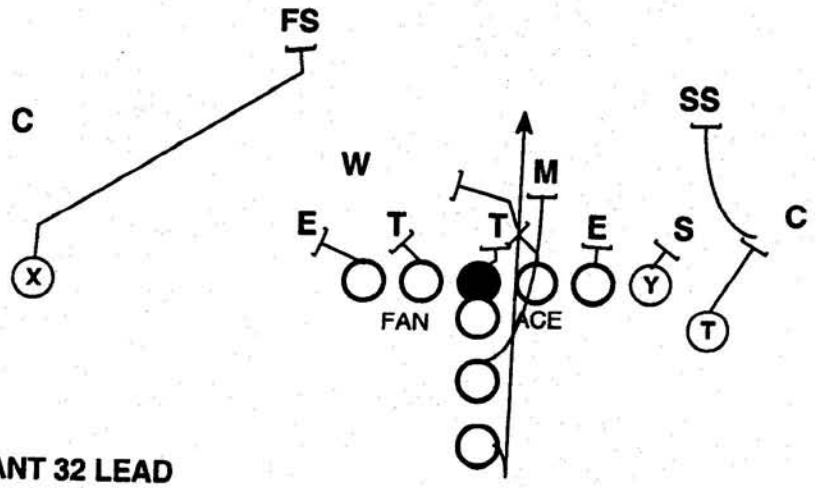
YOU MUST:

1. Defeat your man physically.
2. Get under your man and always be lower than he is.
3. Commit NO penalties.
4. Have NO missed assignments.
5. Keep your feet moving and get movement.

Play: SLANT 32 LEAD

Basic Blocking: ISOLATION

Vs. UNDER



(TX) 0 CLOSE SLANT 32 LEAD

QB ACTION AND ALERT: Reverse Pivot to get ball deep to back and set up for play action pass.

BALL CARRIER: Drop step, POA inside hip of FST

BACK: Key man over tackle to block LB

Y: Base man on, heavy inside # POA. Poss. "ZEST" with T

X: Cut Wall

T: Inside of 2, Possible Zest with Y.

FORMATIONS

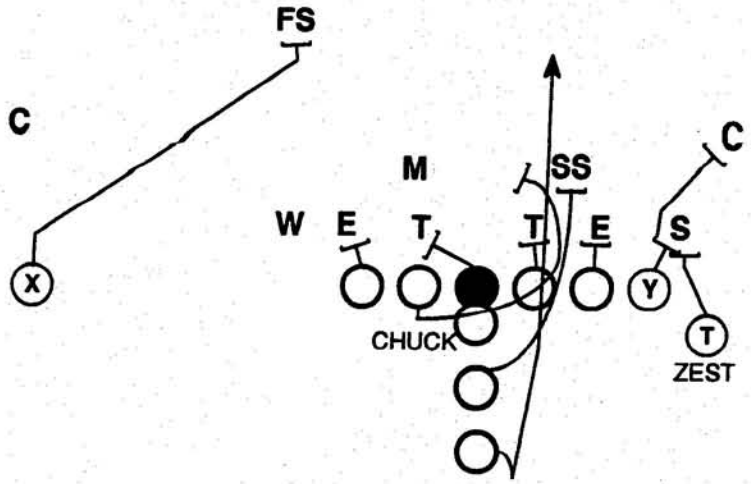
(TX) 0 CLOSE

(TX) 0 CLOSE T FLY - SL 33 LEAD

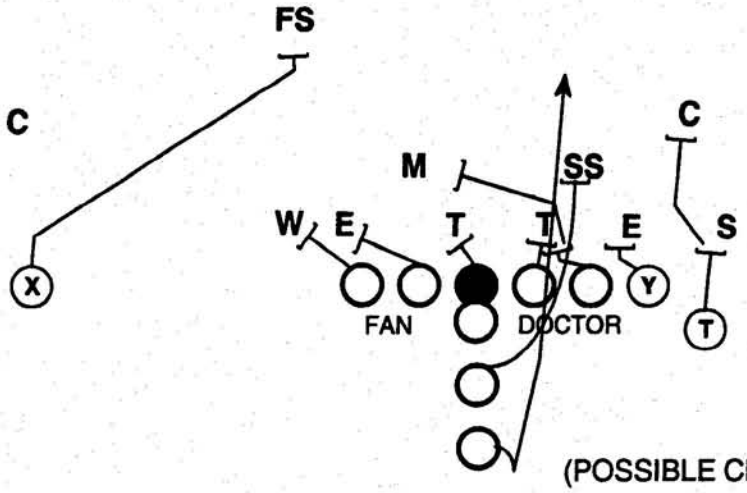
(2T) 0 TC

SLANT 32 LEAD

Vs. 6 - 2

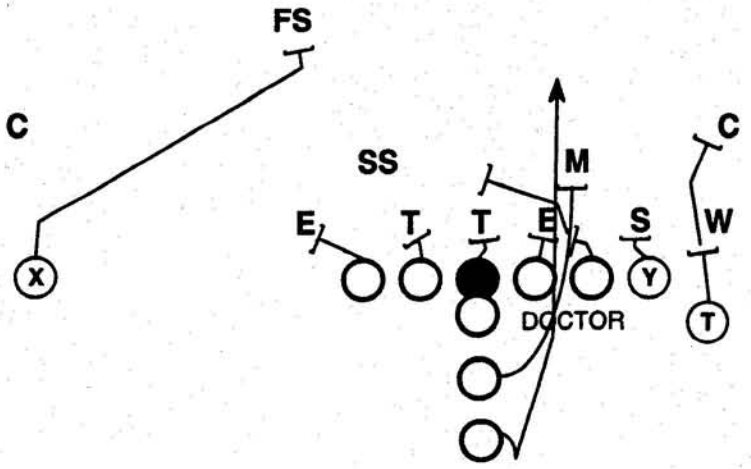


Vs. OVSTK SO SIN



(POSSIBLE CHECK 33 LEAD WITH T IN MOTION)

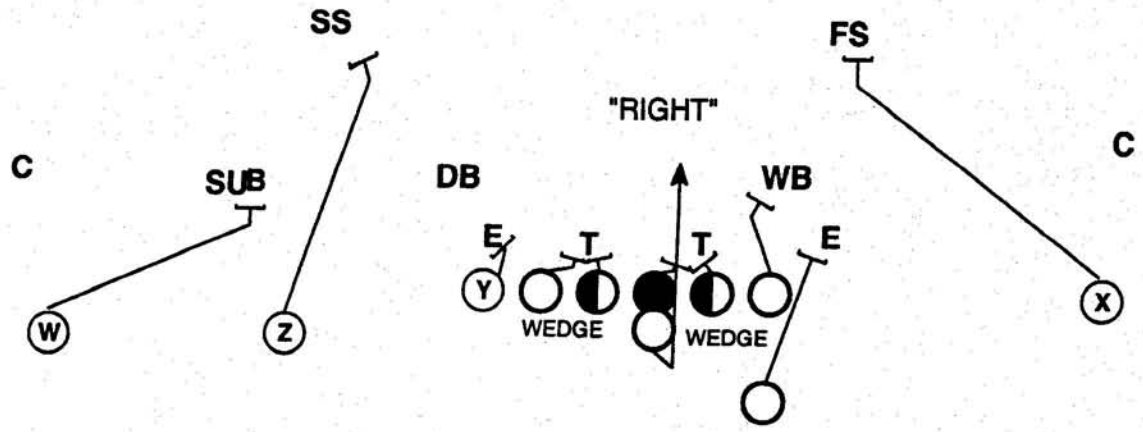
Vs. DIAMOND



Play: QB 10

Basic Blocking: WEDGE

Vs. 425



(3W) 3 WIDER QB 10

QB ACTION AND ALERT: Take Snap, follow direction of centers call.

BACK: Cut off EMOLOS (Align 4 yards deep)

W: Cut Wall #2

Y: Block inside gap

X: Cut Wall #2

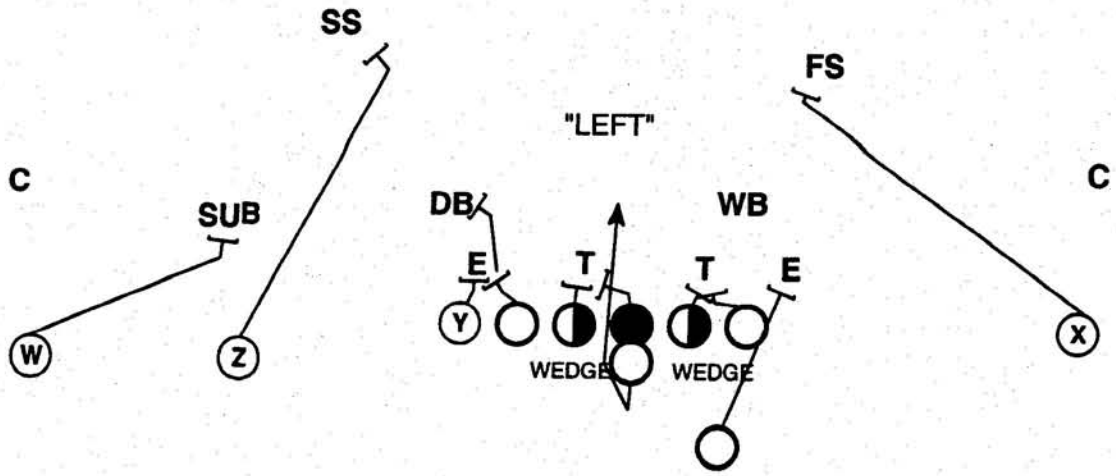
Z: Cut Wall #2

FORMATIONS

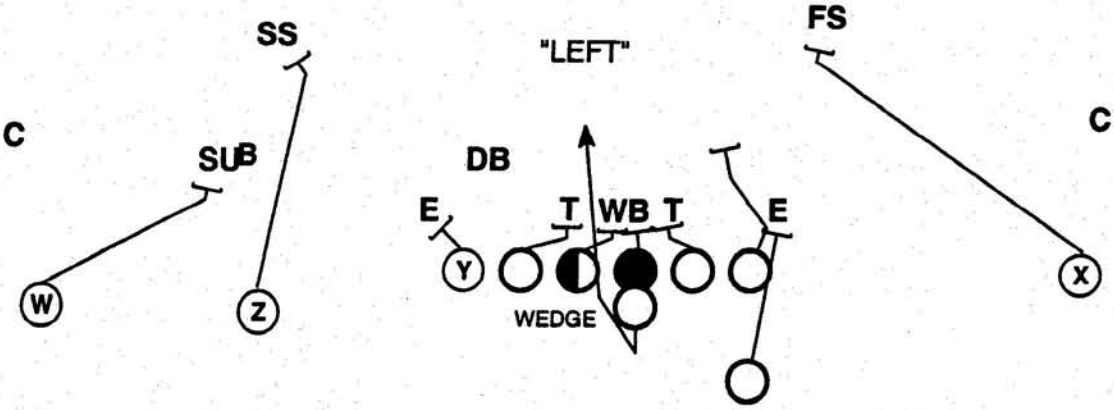
(3W) 3 WIDER
(3W) R PEEL 3 WIDER

QB 10

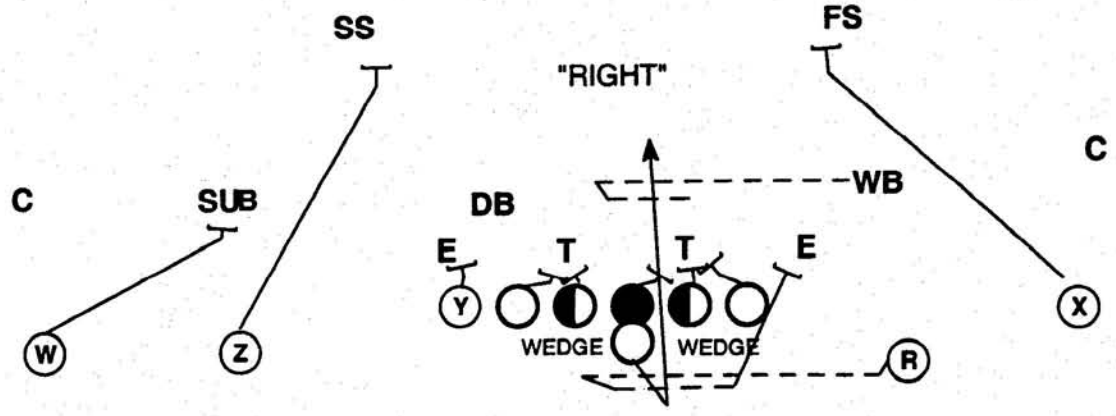
Vs. 425



Vs. 425 OVER



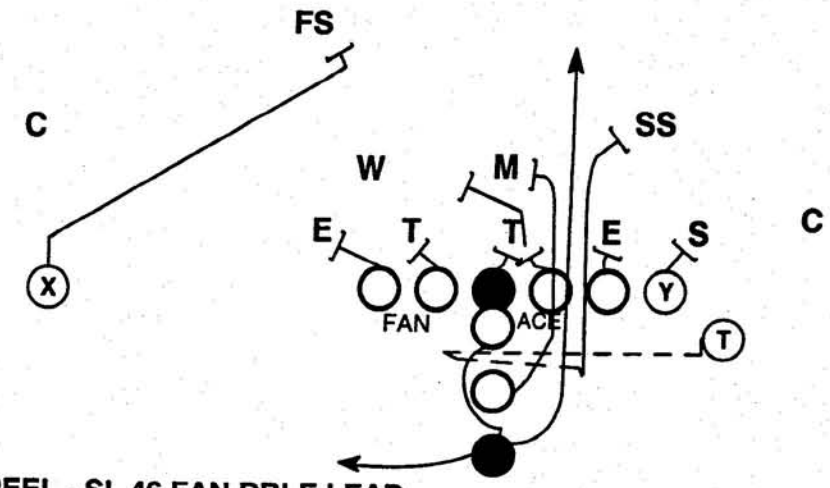
Vs. 425



Play: SLANT 46 FAN DOUBLE LEAD

Basic Blocking: FAN

Vs. UNDER



(TX) 0 CLOSE T PEEL - SL 46 FAN DBLE LEAD

QB ACTION AND ALERT: Reverse Pivot, get ball back to ball carrier deep, boot away.

BALL CARRIER: Lead Crossover Roll. Key man over FSG.

BACK: Block Mike. ***NOTE: Vs. Diamond Block Backside LB.**

Y: Fan to nearest frontside defender.

X: Cut Wall

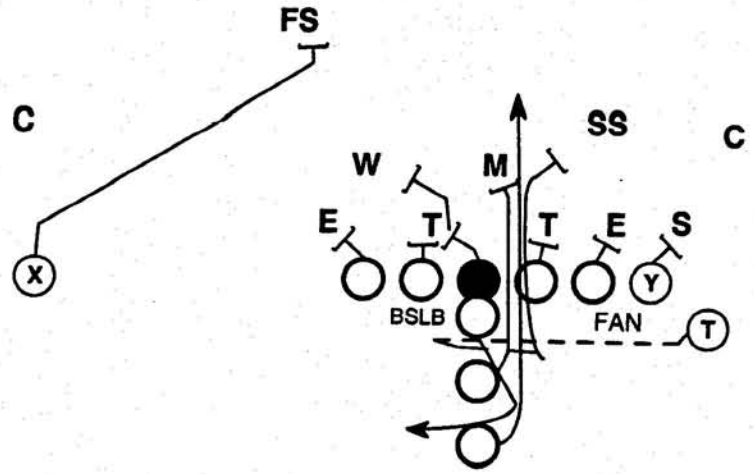
Z/T: Peel, Block SS. Key man over FSG or FST.

FORMATIONS

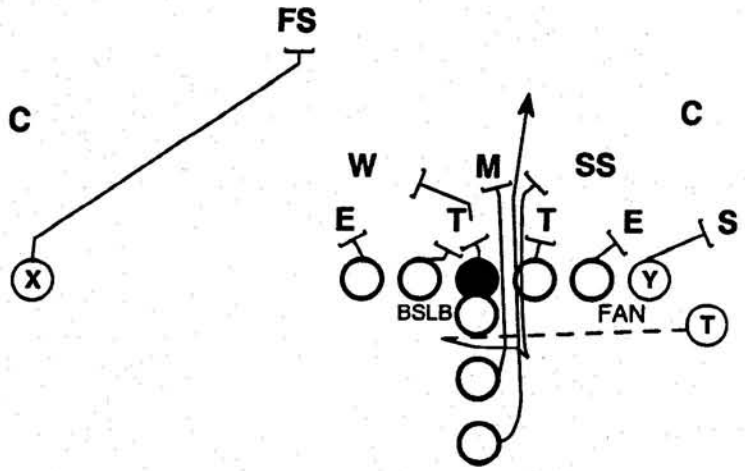
(TX) 0 CLOSE T PEEL

SLANT 46 FAN DBLE LEAD

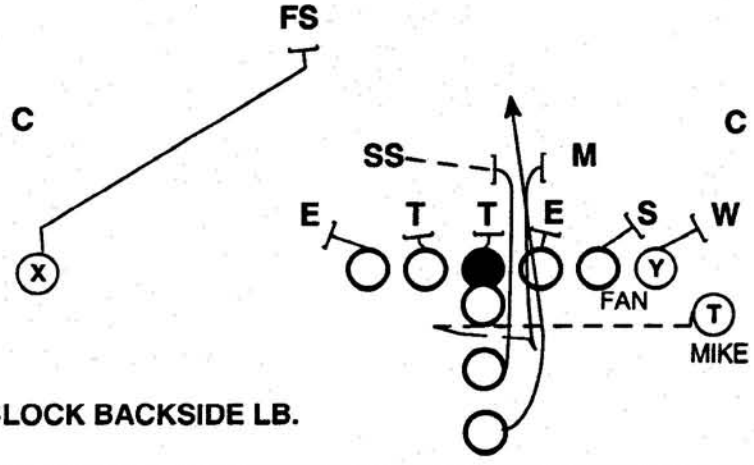
Vs. 6 - 2



Vs. OVSTK SO SIN



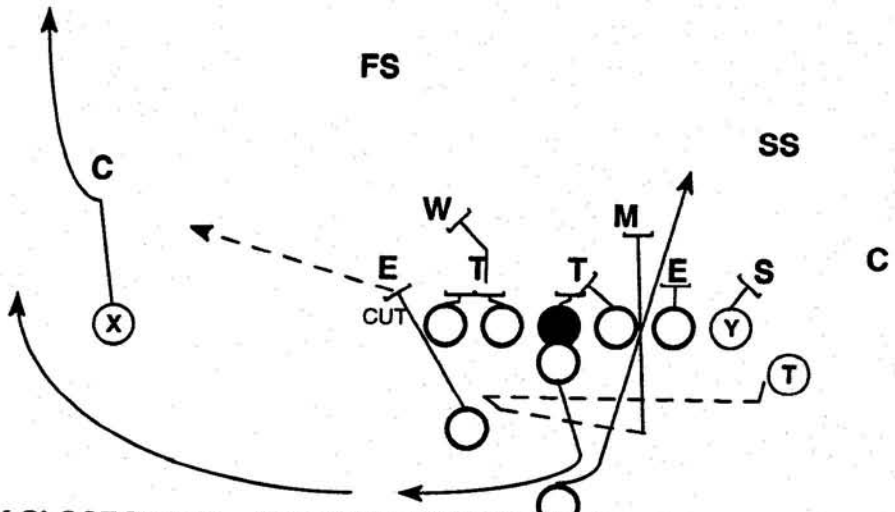
Vs. DIAMOND



NOTE: Vs. DIA. BLOCK BACKSIDE LB.

Play: RIDE 46 FAN DIVIDE KEEPER **Basic Blocking:** FAN

Vs. UNDER



(TX) 0 WEAK CLOSE T PEEL - R 46 FAN DIVIDE KEEPER

QB ACTION AND ALERT: Open frontside, Fake ball to the back, Boot Away.

BALL CARRIER: Lead, Crossover Roll. Key man over FSG like you have the ball.

BACK: Cut Block EMLOS, Get up-Naked Diagonal. Block for QB or catch ball for 1st down.

Y: Fan to nearest outside Defender.

X: Outside Release, Run off.

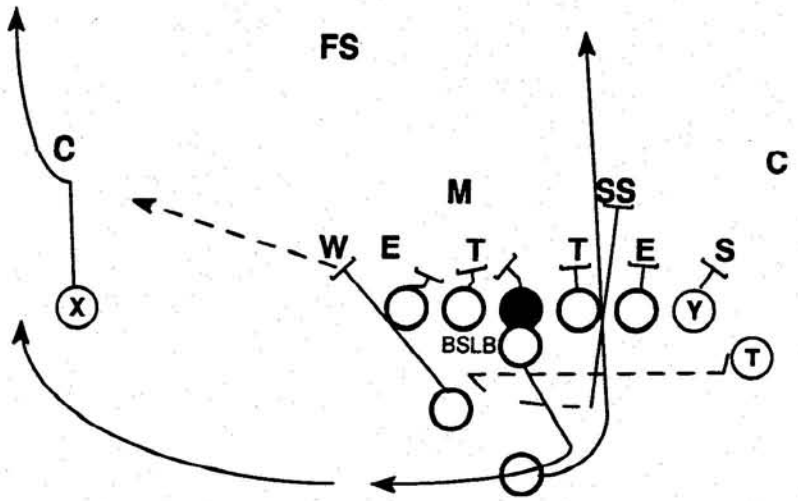
T: Peel, Block Bubble Defender to Frontside.

FORMATIONS

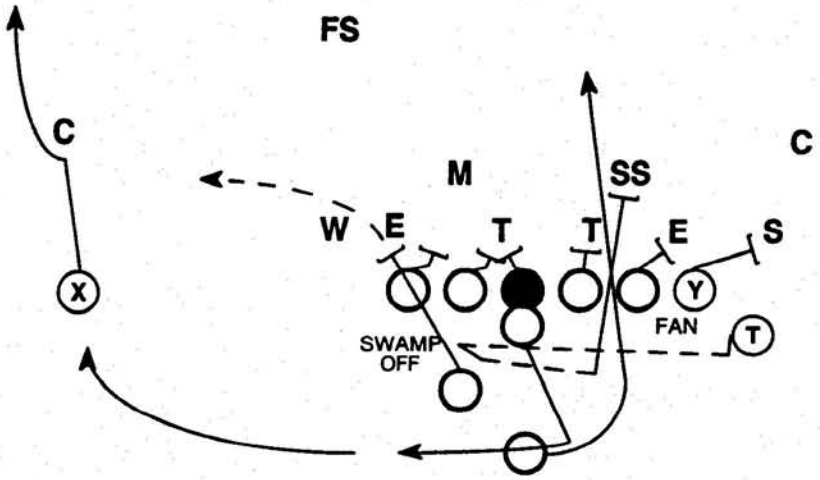
(TX) 0 WEAK CLOSE T PEEL
(TX) 0 CLOSE T FLIP

RIDE 46 FAN DIVIDE KEEPER

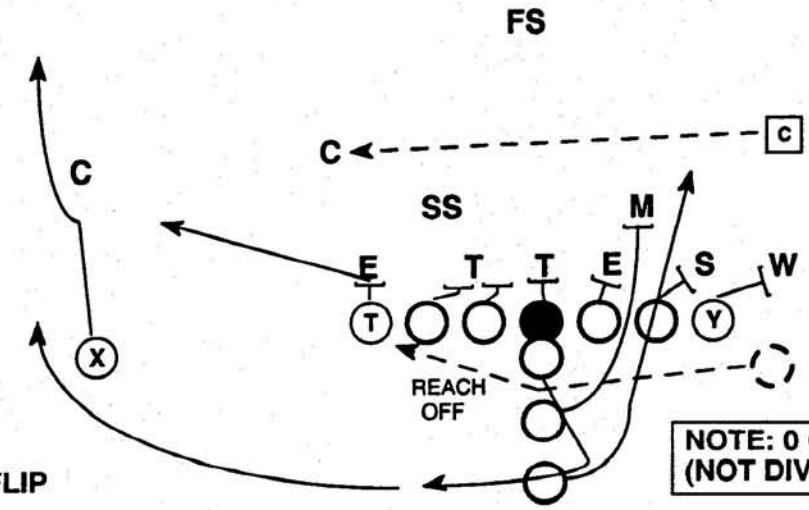
Vs. 6 - 2



Vs. OVSTK SO SIN



Vs. DIAMOND



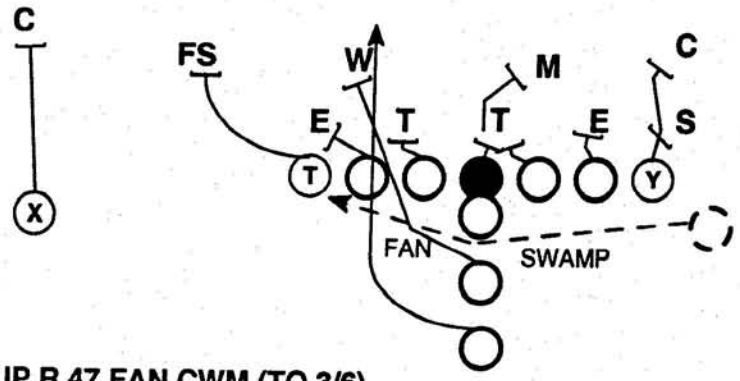
*0 CLOSE T FLIP

NOTE: 0 CLOSE T FLIP = 46 FAN KEEPER (NOT DIVIDE)

Play: RIDE 47 FAN CWM

Basic Blocking: FAN

Vs. UNDER



(TX) 0 CLOSE T FLIP R 47 FAN CWM (TO 3/6)

QB ACTION AND ALERT: Open frontside, get ball back to ball carrier, boot away.

BALL CARRIER: Lead, crossover roll, key man over FSG.

BACK: Block bubble defender to frontside, could be LB, SS, or FS.

Y: Backside -Base or Tess . **Frontside** - Fan to nearest outside defender.

X: Frontside - man over. Backside- cut wall, poss. Zest.

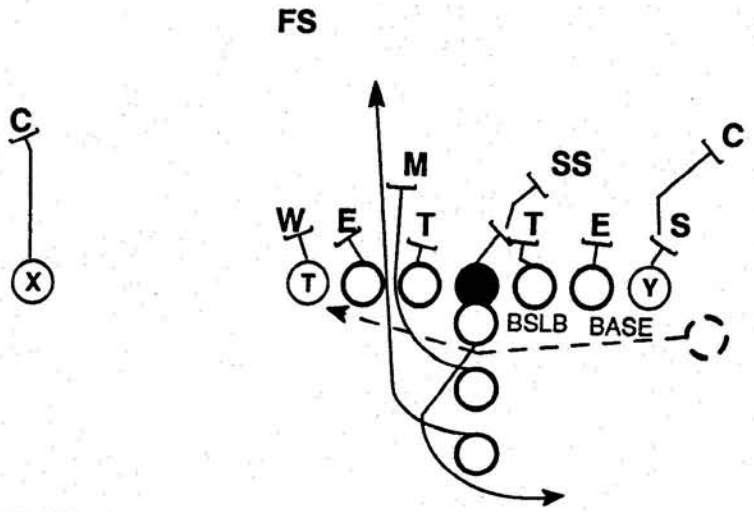
Z/T: Frontside - Fan to nearest outside defender. Backside - Base or Tess.

FORMATIONS

(TX) 0 CLOSE T FLIP
(TX) 0 UP
(2T) 0 TITE

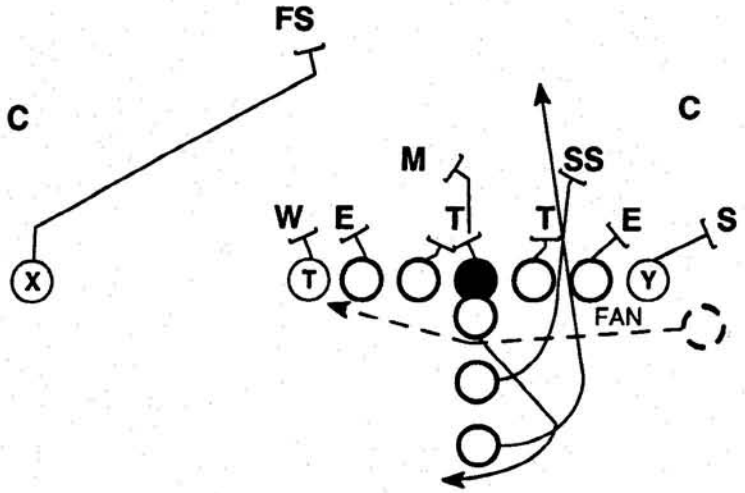
R 47 FAN CWM

Vs. 6 - 2



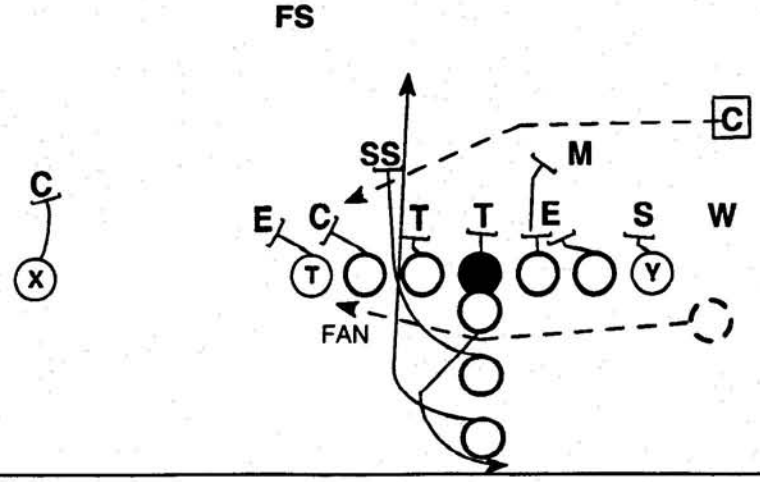
Vs. OVSTK SO SIN

*CHECK 46



*POSSIBLE TRIPLE

Vs. DIAMOND

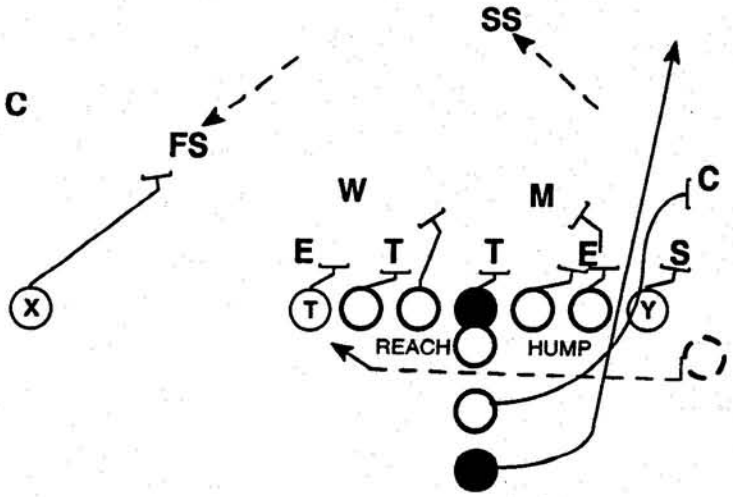


*POSSIBLE TRIPLE

Play: R 46 SLAM CWM

Basic Blocking: FAN / BOSS

Vs. UNDER



(TX) 0 CLOSE T FLIP - R 46 SLAM CWM (AWAY FROM SECONDARY)

QB ACTION AND ALERT: Open Frontside, Get Ball Back to Ball Carrier, Boot Away

BALL CARRIER: Lead , Crossover , Roll.

BACK: Vs. FSG Uncovered, Block Force.

Y: FST Covered, Breach Man On. FST UNC, Fan for Outside Support Defender.

X: Cut Wall.

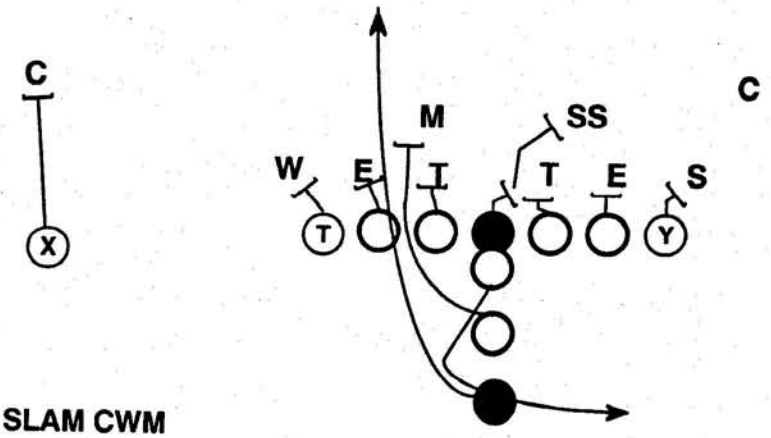
T: Backside, Cut Off. Frontside see Y Rule.

FORMATIONS

(TEX) 0 CLOSE T FLIP
(TEX) 0 ON
(2T) 0 TITE

RIDE 46 SLAM CWM

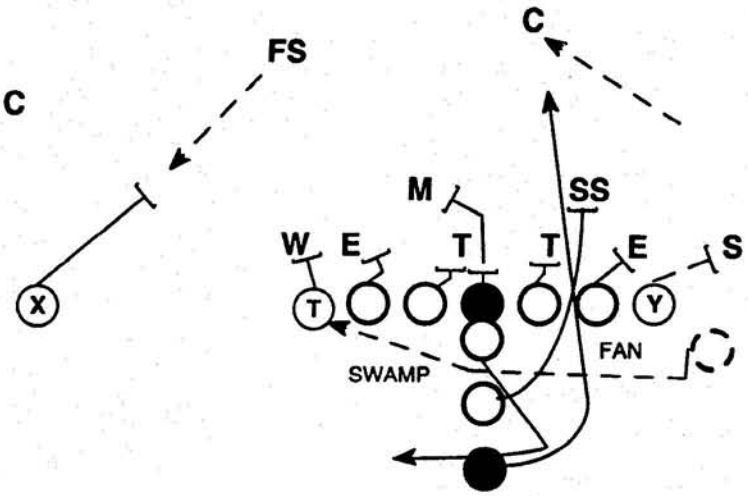
Vs. 6 - 2



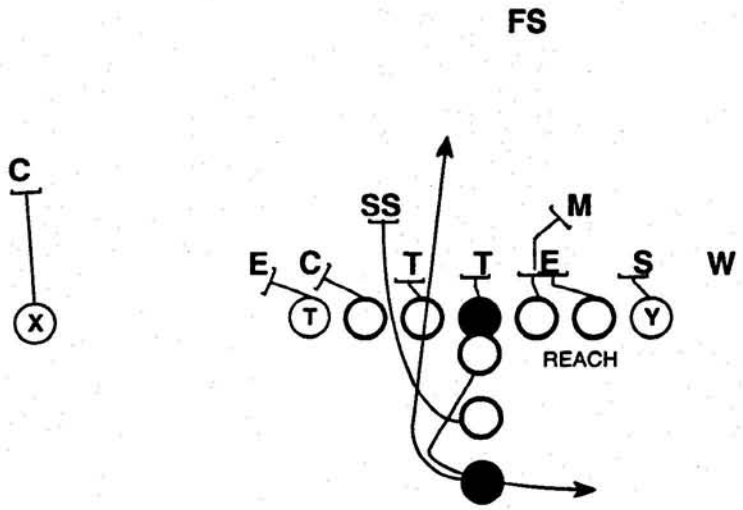
(TX) 0 ON - R 46 SLAM CWM

*CHECK 47

Vs. OVSTK SO SIN



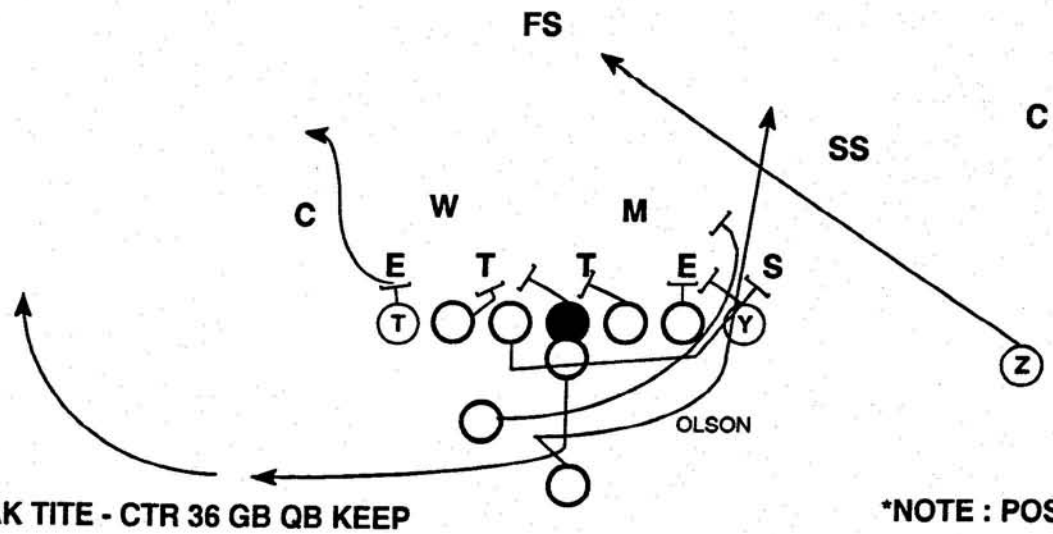
Vs. DIAMOND



Play: CTR 36 GB QB KEEP

Basic Blocking: CTR GB

Vs. UNDER



(2T) 0 WEAK TITE - CTR 36 GB QB KEEP

***NOTE : POSSIBLE PASS**

QB ACTION AND ALERT: Open away, Fake "A" back hand off over the top. Hide the Football & Boot Out.

BALL CARRIER: Counter slide step A gap. Option run block of B on LB, like you have the ball.

BACK: Lead step B/S foot, Track Read EMLOS to block FSLB.

Y: Olson w/FST, Vs. FST UNC - Block inside Gap, Arc signal if nessesary.

T: Cut off EMLOS, Naked Diagonal. Block for QB or catch ball for 1st down.

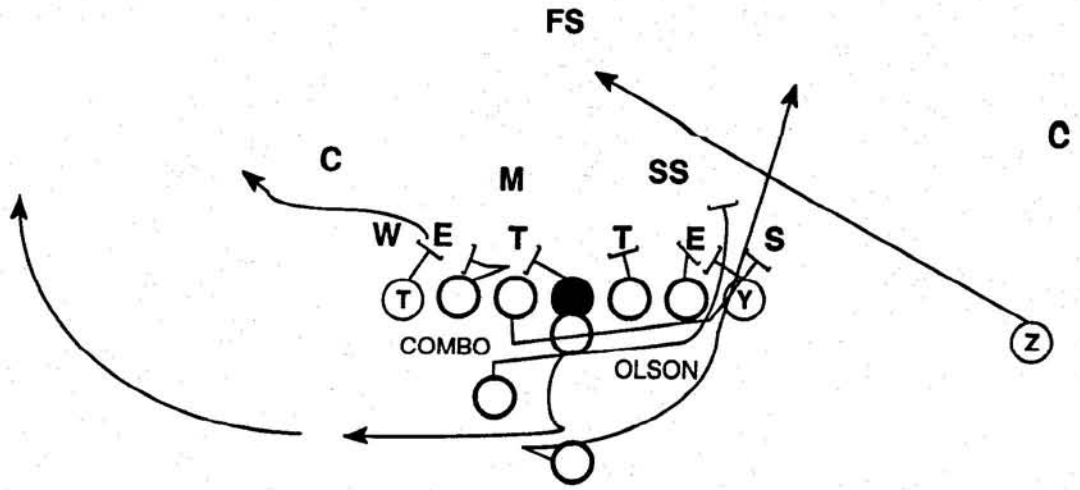
Z: Deep Drag, If QB runs Turn Up for FS.

FORMATIONS

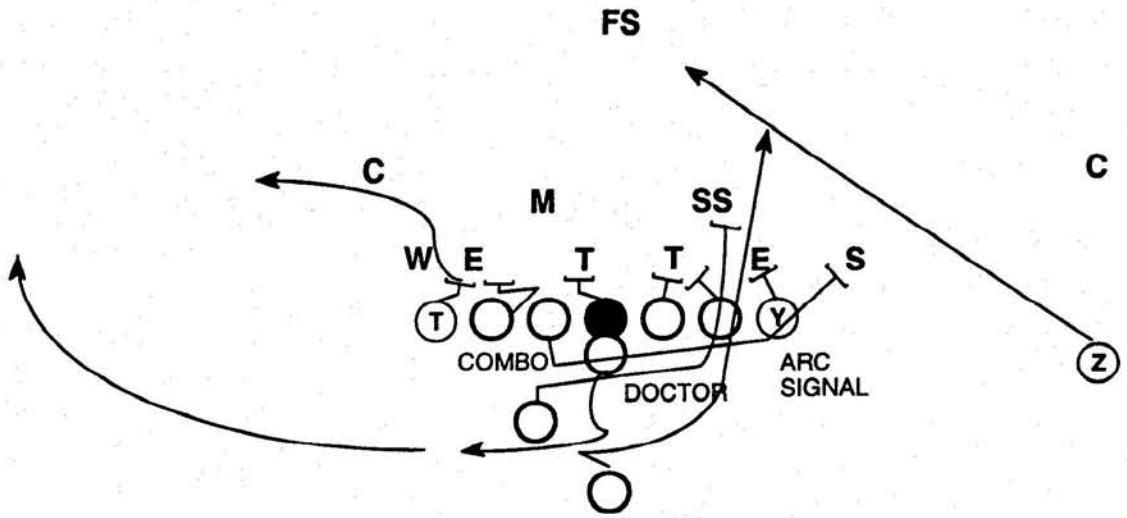
(2T) 0 WEAK TITE

CTR 36 GB QB KEEP

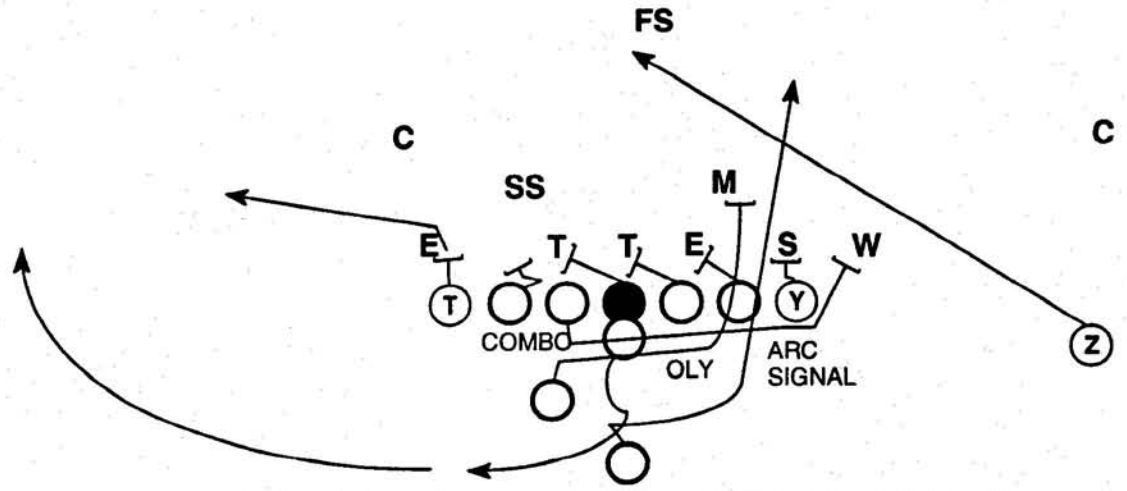
Vs. 6 - 2



Vs. OVSTK SO SIN

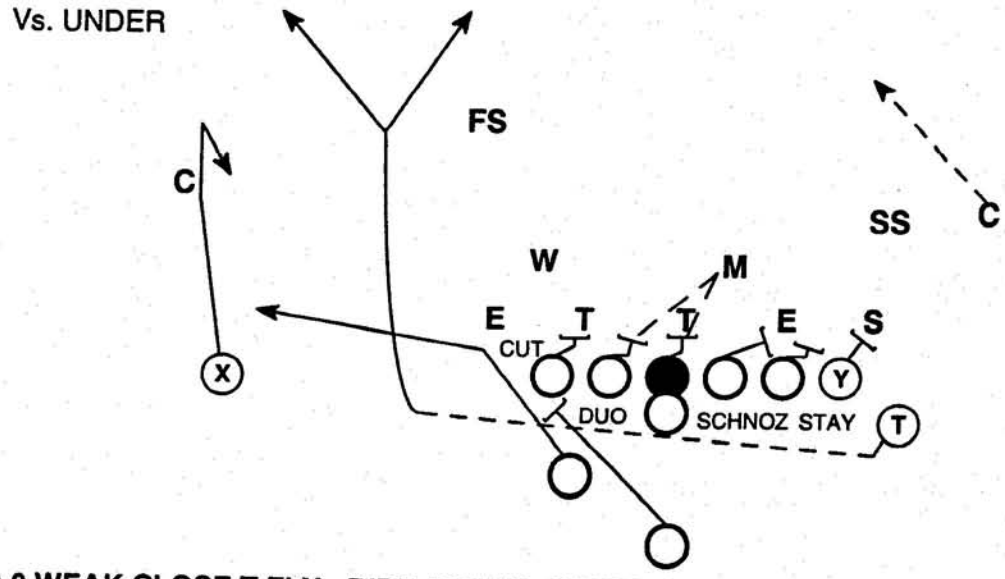


Vs. DIAMOND



Play: RIDE 137 K.D. STAY T CHOICE

Basic Blocking: KNOCKDOWN



(TX) 0 WEAK CLOSE T FLY - RIDE 137 K.D. STAY T CHOICE

QB ACTION AND ALERT: 5 Step P/A . Progression Read B to X. Alert man coverage for T on Flag.

BALL CARRIER: Execute Slash Fake, Cut block 1st man outside FST.

BACK: Bluff Arrow

Y: Stay Protection

X: Execute Semi Curl Route.

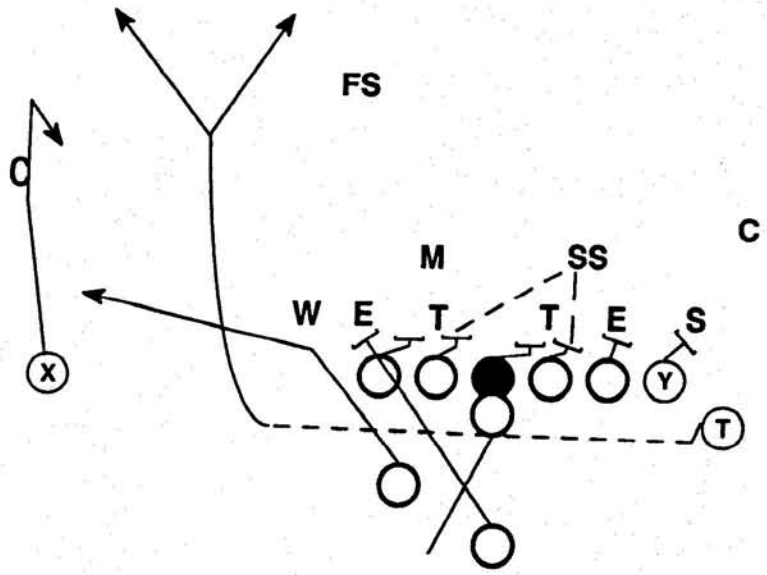
T: Execute Choice Route.

FORMATIONS

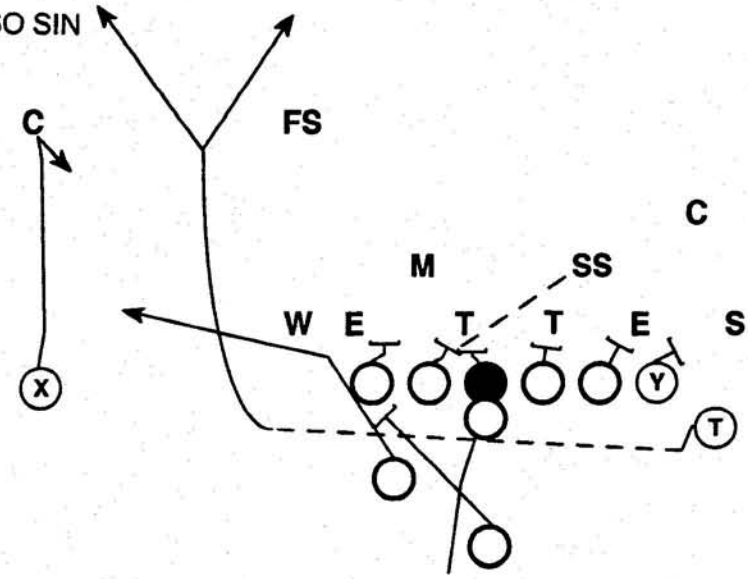
(TX) O WEAK CLOSE T FLY

RIDE 137 KNOCKDOWN STAY T CHOICE

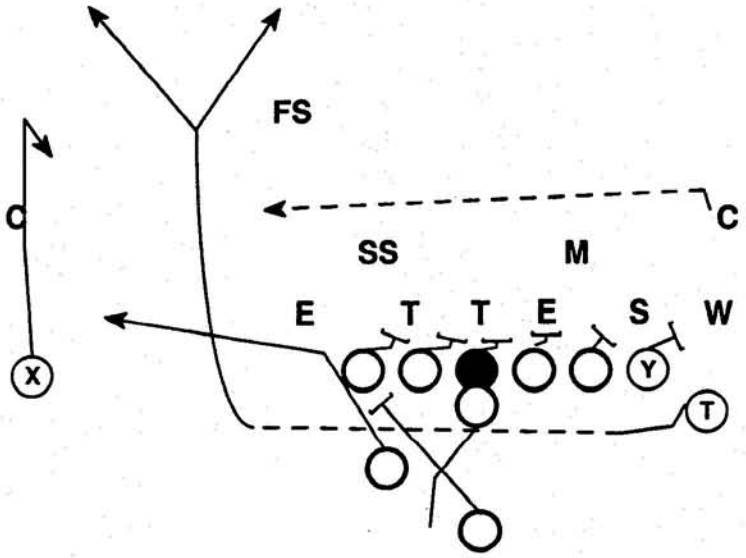
Vs. 6 - 2



Vs. OVSTK SO SIN



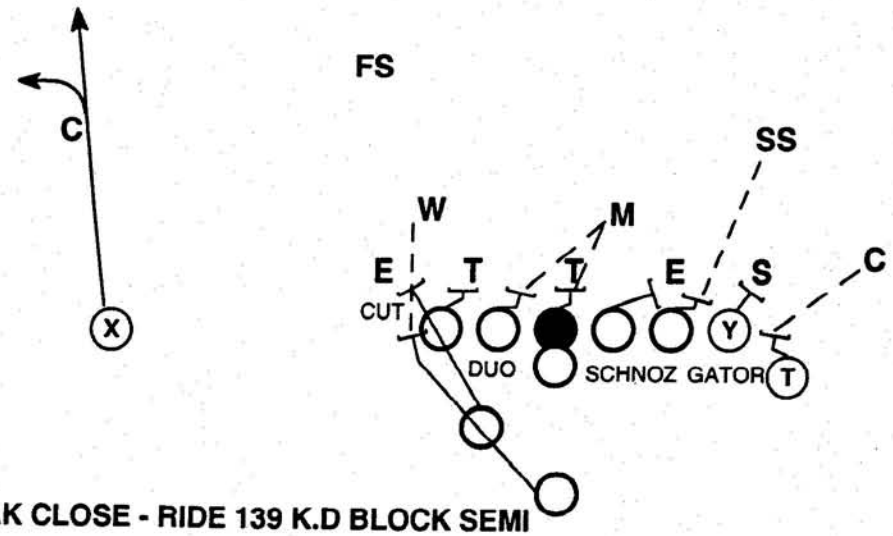
Vs. DIAMOND



Play: RIDE 139 K.D. BLOCK SEMI

Basic Blocking: KNOCKDOWN

Vs. UNDER



(TX) 0 WEAK CLOSE - RIDE 139 K.D BLOCK SEMI

QB ACTION AND ALERT: 5 Step P/A pass to X.

***NOTE: Vs. COVER 2 - CHECK KNIFE**

BALL CARRIER: Execute Slash Fake, Cut block LB.

BACK: POA outside hip of FST, Cut Block the first Down Lineman outside the Tackle..

Y: Slow

X: Execute Semi Route.

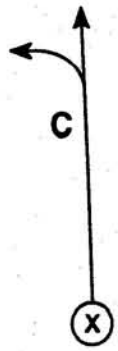
T: Block

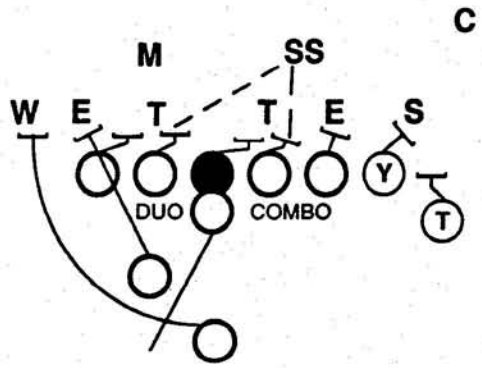
FORMATIONS

(TX) O WEAK CLOSE

RIDE 139 KNOCKDOWN BLOCK SEMI

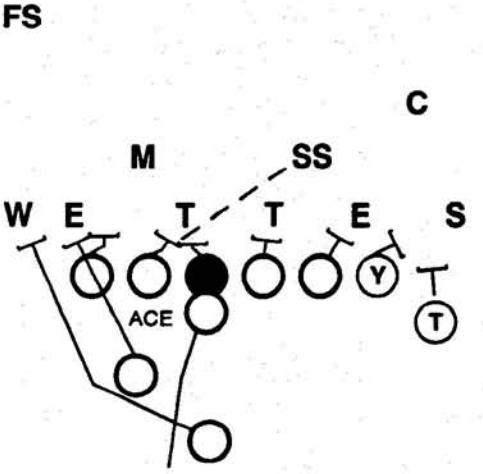
Vs. 6 - 2



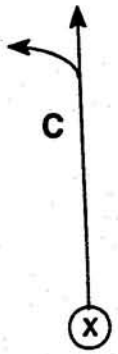


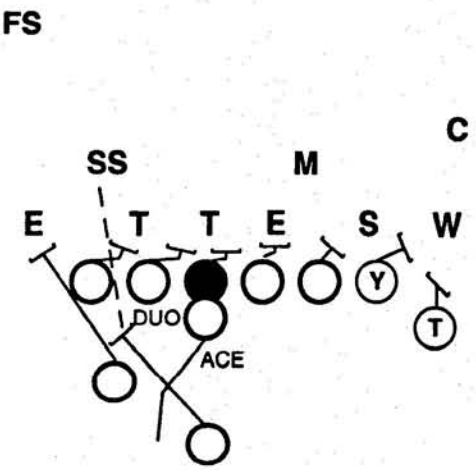
Vs. OVSTK SO SIN





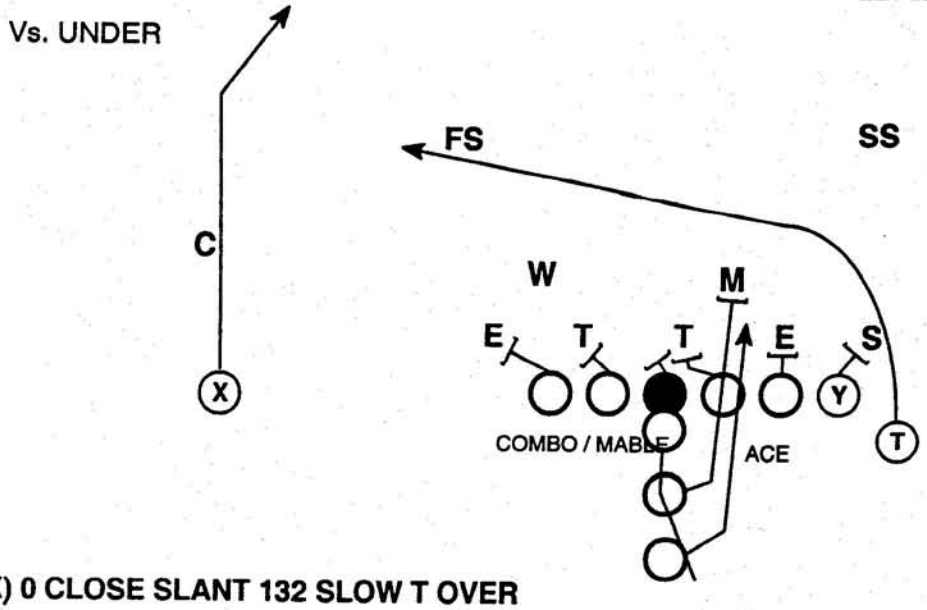
Vs. DIAMOND





Play: SLANT 132 SLOW T OVER

Basic Blocking:



(TX) 0 CLOSE SLANT 132 SLOW T OVER

QB ACTION AND ALERT5 Step P/A Pass. Progression X to T.

BALL CARRIER: Fake Slant 32 Lead, Alert SS or Corner

BACK: Lead Block on Mike

Y: Slow

X: Over Post

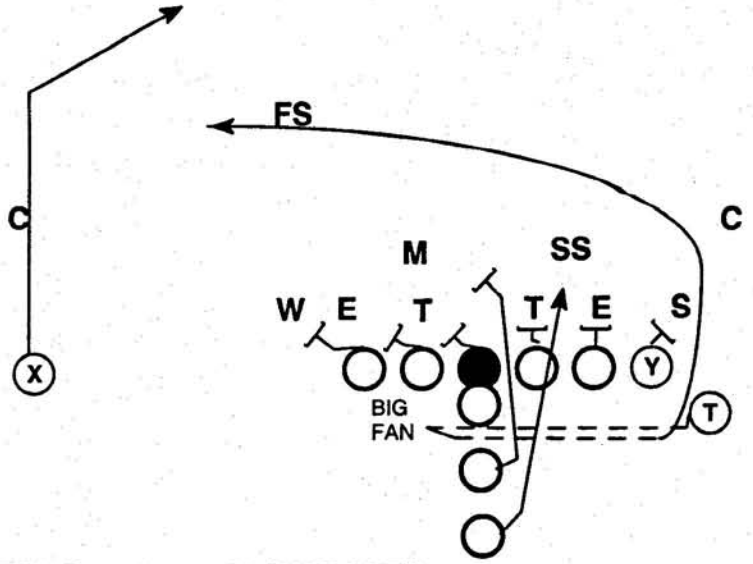
T: Over Route, 16 yards to the Opposite number.

FORMATIONS

(TX) 0 CLOSE
(TX) 0 CLOSE T PL
(TX) 0 WEAK CLOSE B MOTION

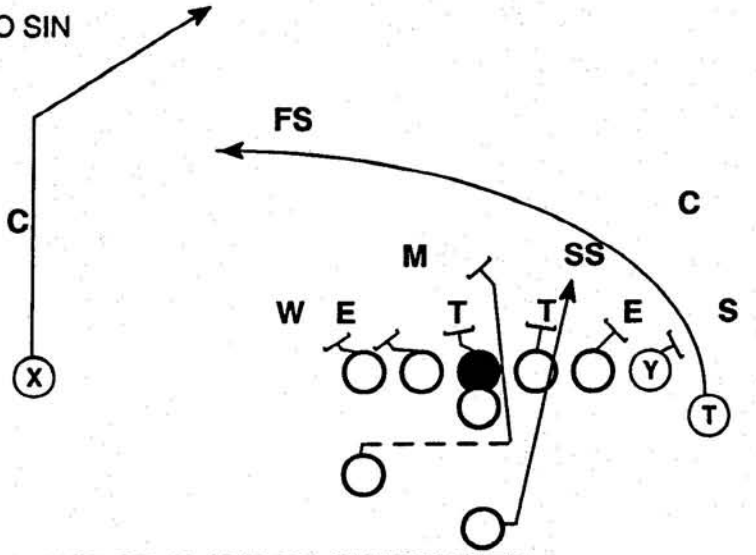
SLANT 132 SLOW T OVER

Vs. 6 - 2



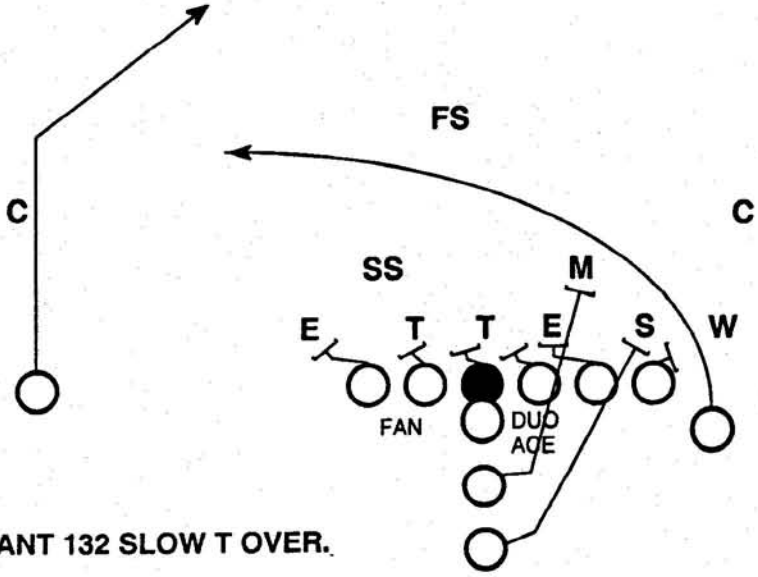
(TX) 0 CLOSE T PEEL SLANT 132 SLOW T OVER

Vs. OVSTK SO SIN



(TX) 0 WK CLOSE B MOTION SLANT 132 SLOW T OVER

Vs. DIAMOND

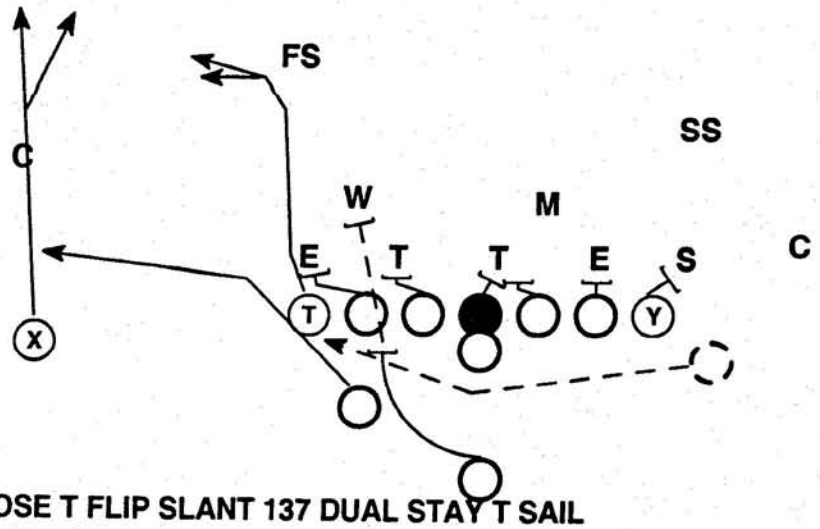


(TX) 0 CLOSE SLANT 132 SLOW T OVER.

Play: SLANT 137 DUAL STAY T SAIL

Basic Blocking: DUAL / STAY

Vs. UNDER



(TX) 0 WEAK CLOSE T FLIP SLANT 137 DUAL STAY T SAIL

QB ACTION AND ALERT: 5 Step P/A Pass. Progression Read B to T. Alert for X on Post Vs. Quarters.

BALL CARRIER: Fake Slash, Protect 1st Dual Protection Frontside.

BACK: Arrow

Y: Stay

X: Sail Post

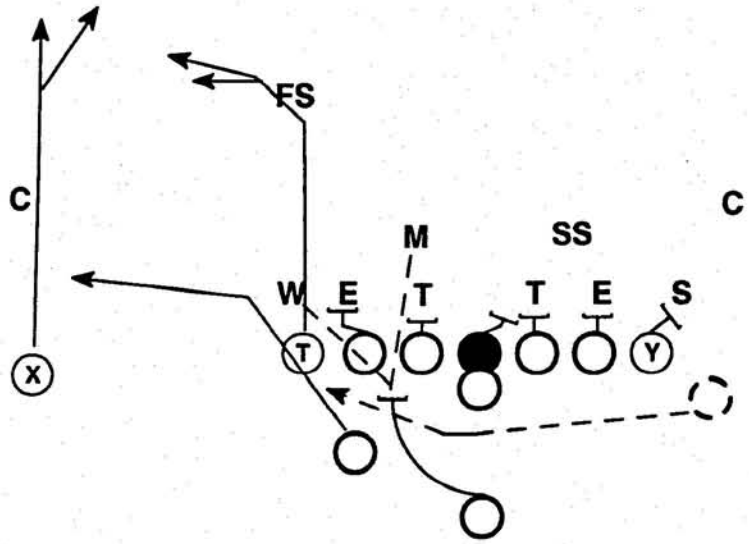
T: Execute Sail Route

FORMATIONS

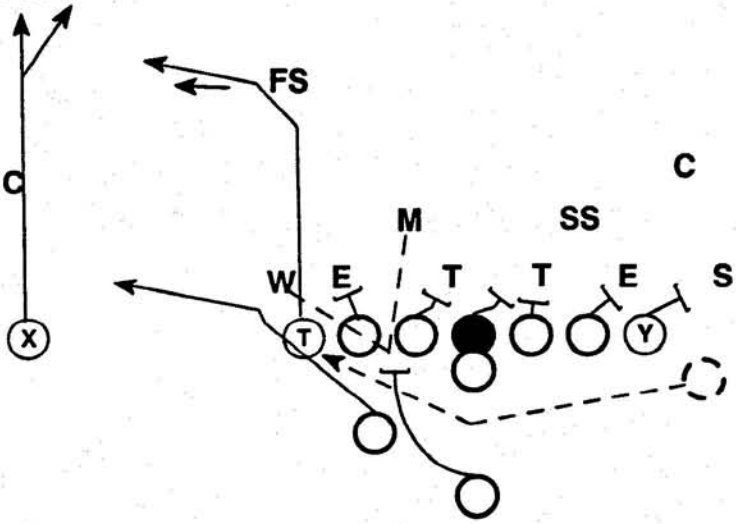
(TX) 0 WEAK CLOSE T FLIP (T FLY)

SLANT 137 DUAL STAY T SAIL

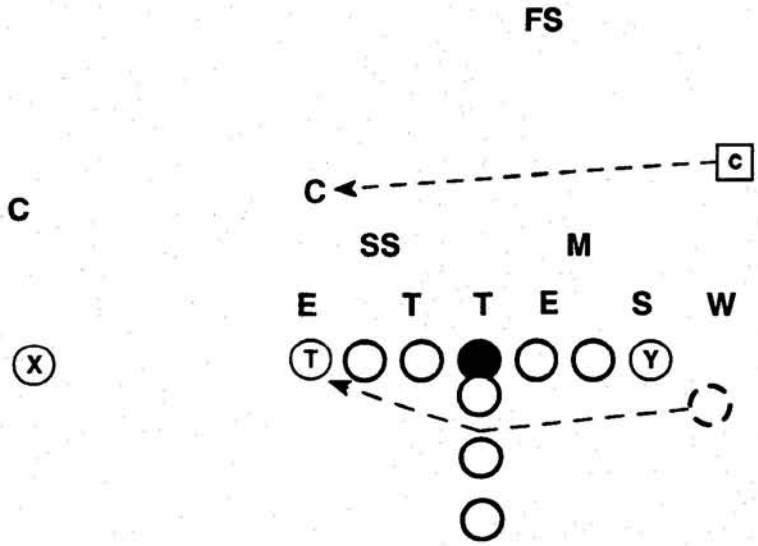
Vs. 6 - 2



Vs. OVSTK SO SIN



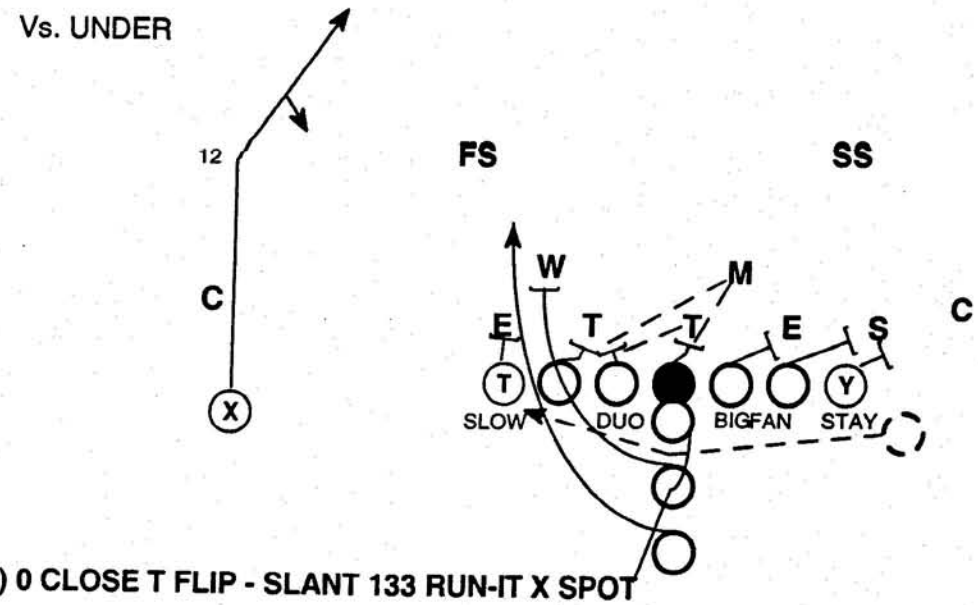
Vs. DIAMOND



*CHECK R46 FAN

Play: SLANT 133 RUN-IT X SPOT

Basic Blocking: RUN-IT



(TX) 0 CLOSE T FLIP - SLANT 133 RUN-IT X SPOT

KEEP PADS DOWN
MAKE GREAT BALL FAKE

QB ACTION AND ALERT: Reverse Pivot, Fake Slant 33 Lead, set up.

BALL CARRIER: Fake Slant 33 Lead, Aggressively.

BACK: POA Outside Hip of FSG - Block inside LB.

Y: Stay Protection Rule.

X: Vertical to 12, near upright to 20, Take it thru or hook up depending on depth of safety.

T: Slow Protection.

FORMATIONS

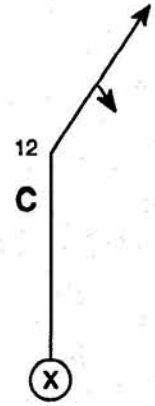
(TX) 0 CLOSE T FLIP

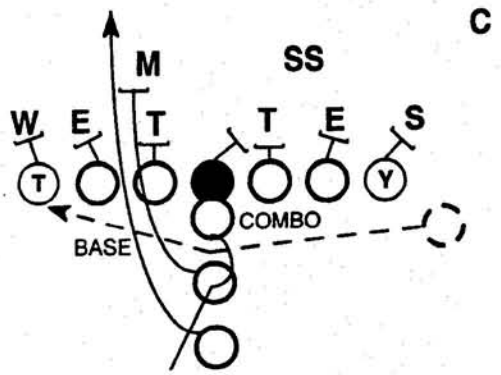
(TX) 0 ON

(TX) 0 CLOSE T FLY

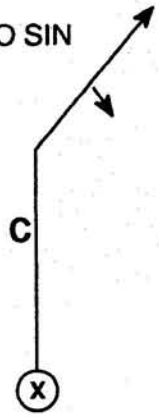
SLANT 133 RUN-IT X SPOT

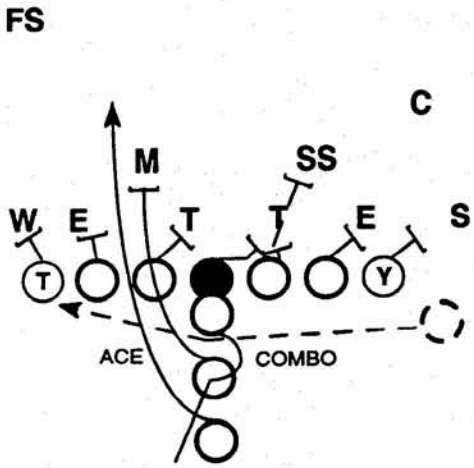
Vs. 6 - 2



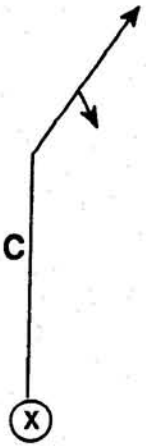


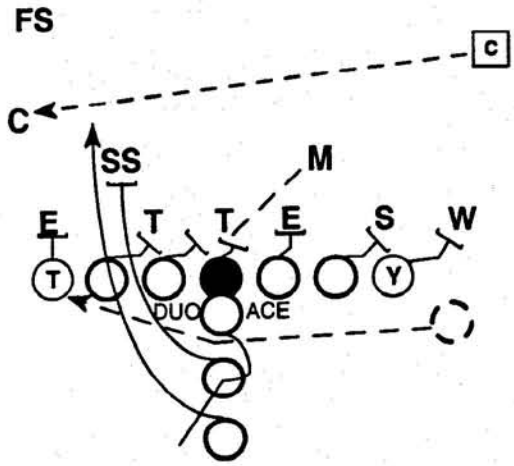
Vs. OVSTK SO SIN





Vs. DIAMOND





2001 GOAL-LINE

RUN

1. SL 36/7 TEAM "G" LEAD
2. SL 14 BELLY
3. SL 32 JAB "0"
4. SL 32/3 LEAD
5. T 38/9 BIG BOSS
6. T 39 BOSS
7. PKG R 37 TEAM "G"

PASS

1. R 136/7 D.S (K.D) Z SNAG
2. R 136/7 K.D BLOCK Y FLAG
3. R 137/6 K.D (D.S) ALL CROSS
4. SL 132/3 STAY Y POP
5. CTR 338 G.B NKD KEEPER

SHORT YARDAGE AND GOAL LINE SITUATIONS

GOALS:

1. Convert all 3rd and 1 yards into first downs.
2. Convert all 1st and goal situations inside the +5 yard line into Touchdowns.

ADJUSTMENTS:

1. SPLITS: Tighten splits according to the situation.
   (SY = 18" / GL = 6")
2. STANCE: Put more weight on your hand.
3. ALIGNMENT: Get up on the ball.
4. Be alert for assignment adjustments.
5. Get off on the snap count.

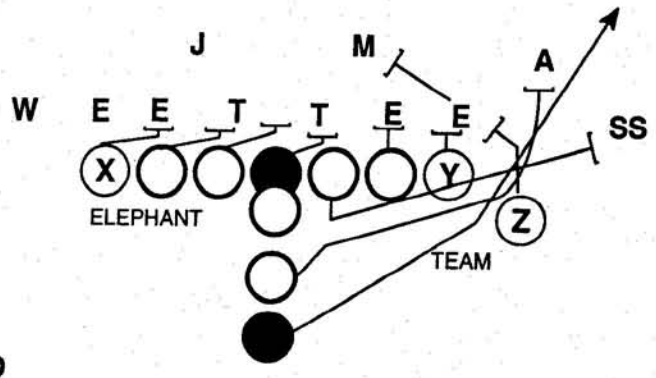
YOU MUST:

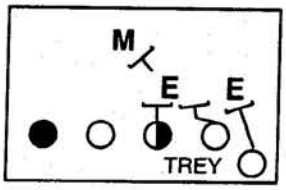
1. Defeat your man physically.
2. Get under your man and always be lower than he is.
3. Commit NO penalties.
4. Have NO missed assignments.
5. Keep your feet moving and get movement.

Play: **SLANT 36 TEAM "G" LEAD**

Basic Blocking: **TEAM "G" LEAD**

Vs. 6-2





(GL) 0 TC - SL 36 TEAM "G" LEAD

QB ACTION AND ALERT: Reverse Pivot - Get Depth Quickly - Hand off to TB, Set Up Faking 136 Action.

BALL CARRIER: Slash Action at inside Hip of TE - Key FSG Block.

BACK: Drive at inside Hip of FSG - Search and Turn Up- Block 2nd Force.

Y: Onside = Team Block DE to Onside LB with Z. . Alert Trey. Offside = Elephant.

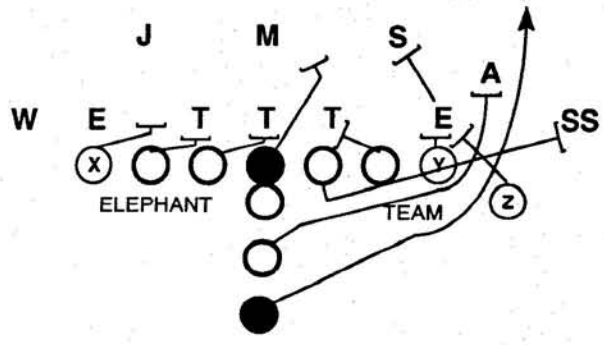
Z: Team Block DE to Onside LB with Y(X). Alert Trey.

X: Offside = Elephant. Onside = Team Block DE to Onside LB with Z.

FORMATIONS:

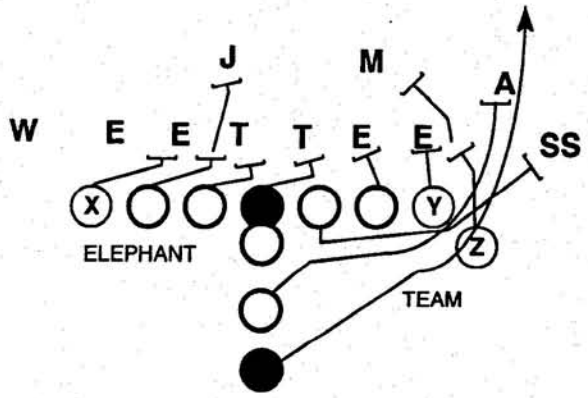
(GL) 0 TC

Vs. APACHE

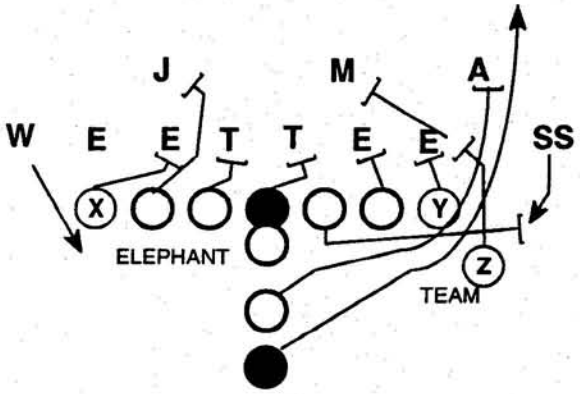


SLANT 36 TEAM "G" LEAD

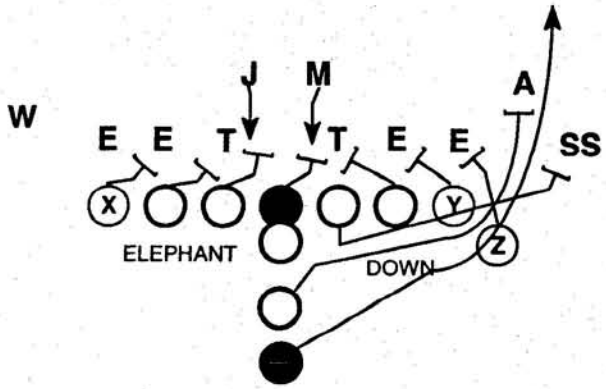
Vs. 6-2 GAPS



Vs. 62 DBLE CRASH



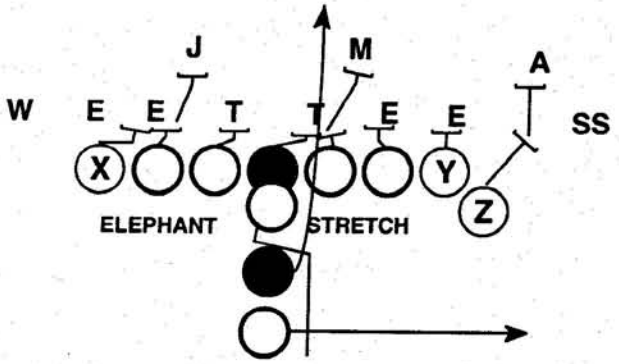
Vs. ODD BALL



Play: **SLANT 14 BELLY**

Basic Blocking: **BELLY**

Vs. 6-2



(GL) 0 TC - SL 14 BELLY

QB ACTION AND ALERT: Slant

BALL CARRIER: Open, Cross Roll footwork.

BACK: Fake Toss action Playside.

Y: Base man on, Heavy inside # POA. Poss. "ZEST" with Z.

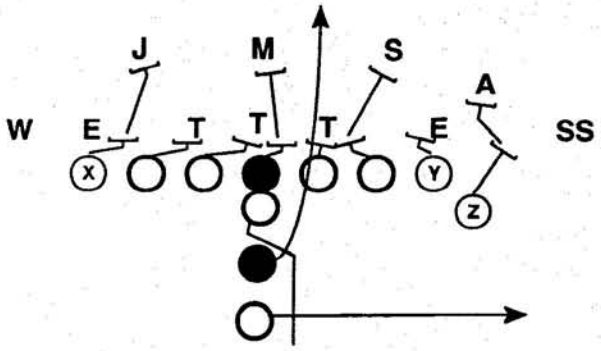
Z: Inside of 2. Poss. "Zest".

X: Elephant Backside.

FORMATIONS:

(GL) 0 TC
(GL) 0 TC Z PEEL
(GL) 1 TC Z FLY
(GL) Z MOTION 0 TC

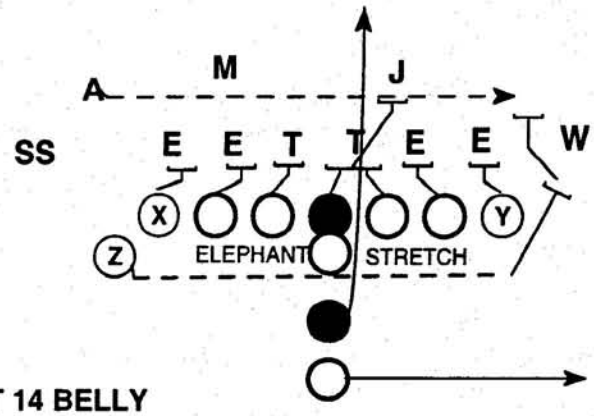
Vs. APACHE



(GL) 0 TC - S 14 BELLY

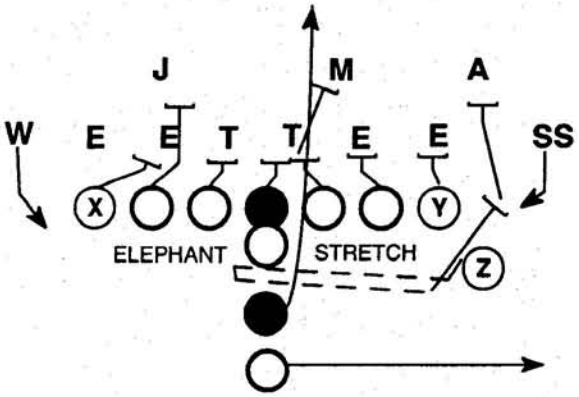
SLANT 14 BELLY

Vs. 6-2 GAPS



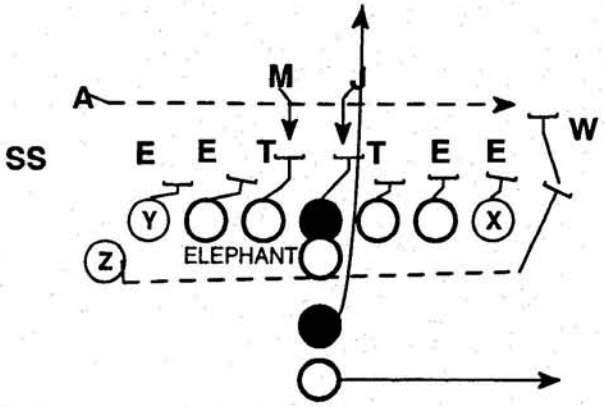
(GL) Z MOTION 0 TC - SLANT 14 BELLY

Vs. 62 DBLE CRASH



(GL) 0 TC Z PEEL - SLANT 14 BELLY

Vs. ODD BALL

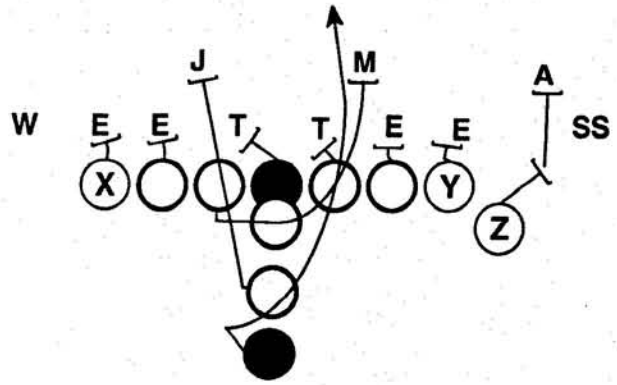


(GL) 1 TC Z FLY - SLANT 14 BELLY

Play: **SLANT 32 JAB - O**

Basic Blocking: **"O"**

Vs. 6-2



(GL) 0 TC - SLANT 32 JAB "O"

QB ACTION AND ALERT: Slant Pivot (like Slant 33 Lead). Deep Hand off to ball carrier. (BC on top)

BALL CARRIER: Jab Step (like Slant 33 Lead). Run Ball off 2 hole read.

BACK: Block BSLB like Slant 33 Lead.

Y: Inside Drive, Alert possible "Zest" frontside.

Z: Block Inside of 2, Alert "Zest".

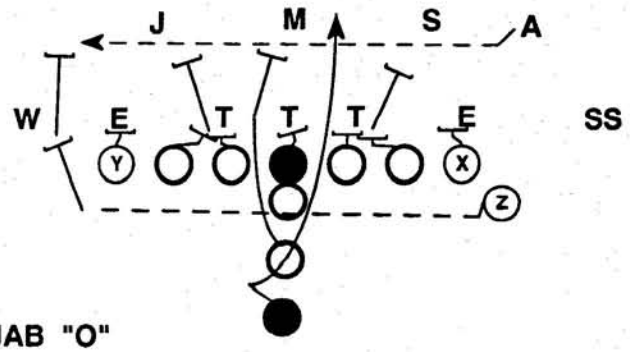
X: Inside Drive, Alert possible "Zest" frontside.

FORMATIONS:

(GL) 0/1 TC
(GL) Z MOTION TO 0/1 TC
(GL) 0/1 TC Z FLY
(GL) 0/1 TC Z PEEL
(GL) REX/LEX

***NOTE**: Only run weakside when we are <u>sure</u> of no crash!

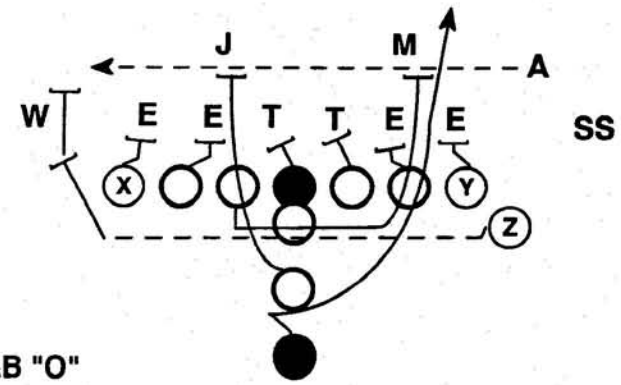
Vs. APACHE



(GL) Z MOTION 1 TC SLANT - 32 JAB "O"

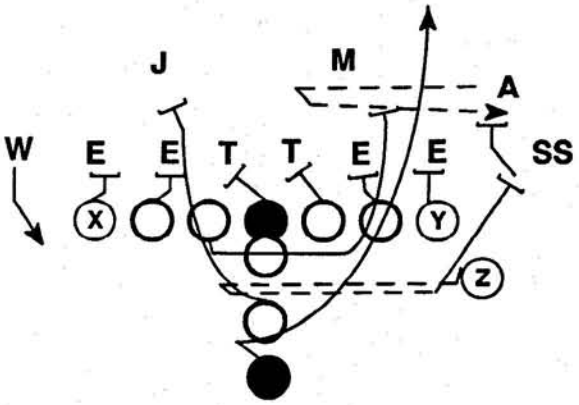
SLANT 32 JAB "O"

Vs. 6-2 GAPS



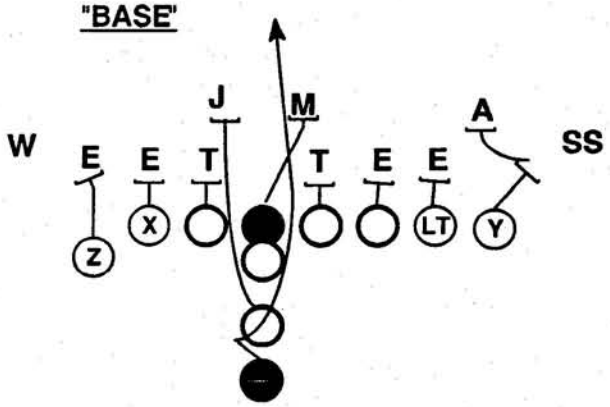
(GL) 0 TC Z FLY - SLANT 32 JAB "O"

Vs. 62 DBLE CRASH



(GL) 0 TC Z PEEL - SLANT 32 JAB "O"

Vs. ODD BALL

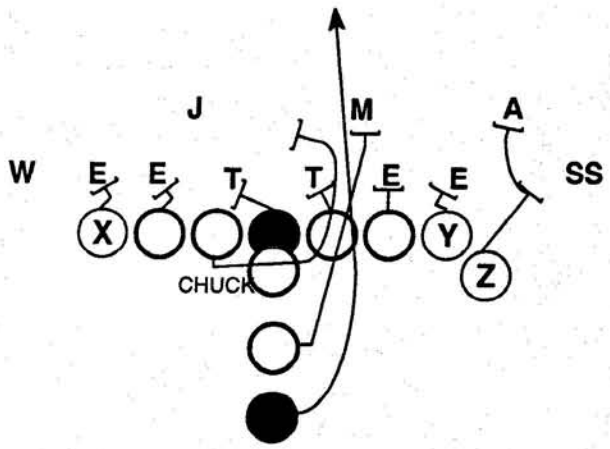


(GL) REX - SLANT 32 JAB "O"

Play: **SLANT 32 LEAD**

Basic Blocking: **LEAD**

Vs. 6-2



(GL) 0 TC - SLANT 32 LEAD

QB ACTION AND ALERT: Reverse Pivot to get Ball Deep to back and Set up for PAP.

BALL CARRIER: Drop Step. POA Inside Hip of FST.

BACK: Key Man Over Tackle to Block LB.

Y: Base man on, Heavy inside # POA. Poss "Zest" W/Z.

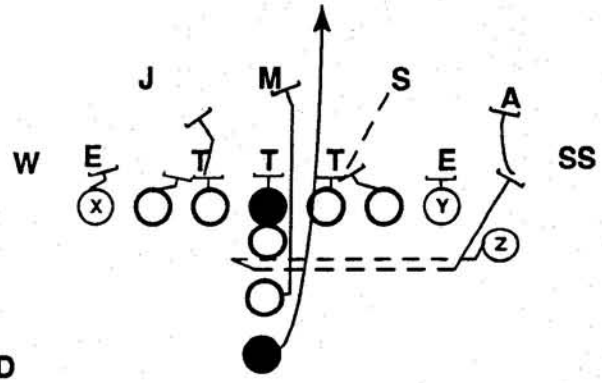
Z: Inside of 2, Poss,"ZEST".

X: Cut off Man On.

FORMATIONS:

(GL) 0 TC
(GL) 0 TC Z PEEL
(GL) 0 STR TC Z PEEL
(GL) Z MOTION TO 0 TC
(GL) REX
(GL) 1 TC Z FLY

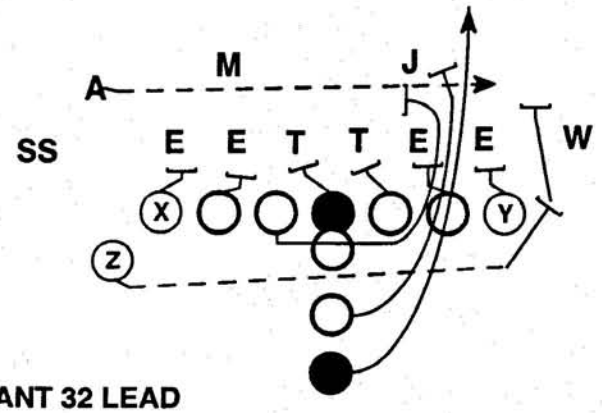
Vs. APACHE



(GL) 0 TC Z PEEL - SLANT 32 LEAD

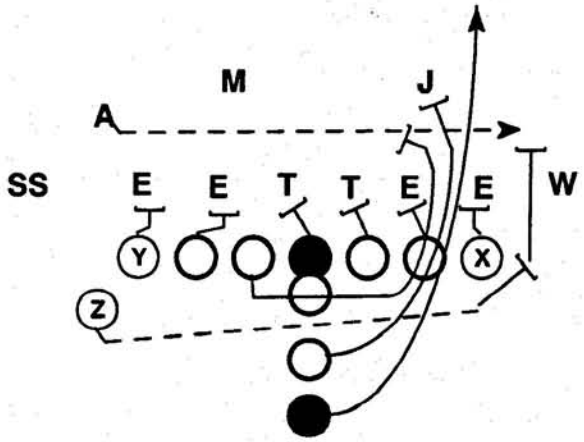
SLANT 32 LEAD

Vs. 6-2 GAPS



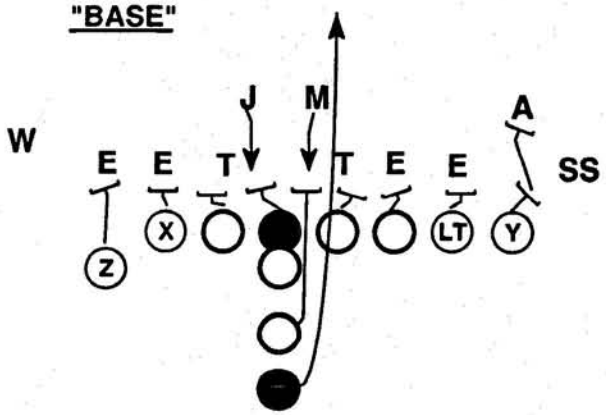
(GL) Z MOTION TO 0 TC - SLANT 32 LEAD

Vs. 62 DBLE CRASH



(GL) 1 TC Z FLY - SLANT 32 LEAD

Vs. ODD BALL

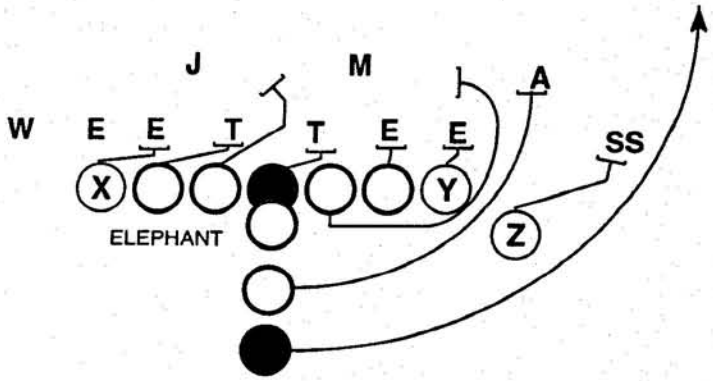


(GL) REX - SLANT 32 LEAD

Play: **TOSS 38 BIG BOSS**

Basic Blocking: **BIG BOSS**

Vs. 6-2



(GL) 0 TC - T 38 BIG BOSS

QB ACTION AND ALERT: Quick Reverse Pivot - Underneath Pitch Leading Ball Carrier at Arm Length.

BALL CARRIER: Lead Step - Look Toss In- Speed to Corner - Read Block of Z and B for Cut.

BACK: Block Adjuster - Read Block of Z.

Y: Breach SAM/DE - Wall off - Sustain.

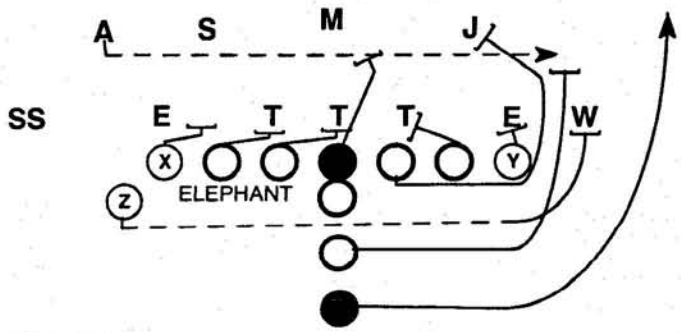
Z: Block Force.

X: Elephant Backside.

FORMATIONS:

(GL) 0 TC. (QUICK COUNT)
(GL) Z MOTION TO 0 TC
(GL) 0 TC Z PEEL
(GL) 1 TC Z FLY
(REX) (QUICK COUNT)

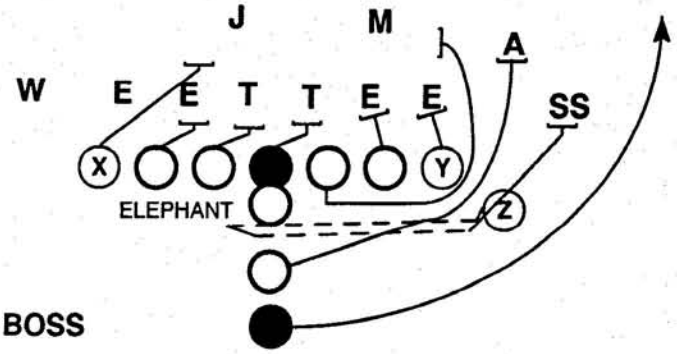
Vs. APACHE



(GL) Z MOTION TO 0 TC - T 38 BIG BOSS

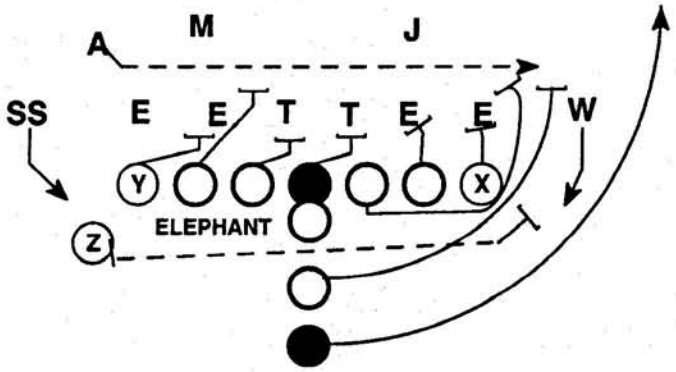
TOSS 38 BIG BOSS

Vs. 6-2 GAPS



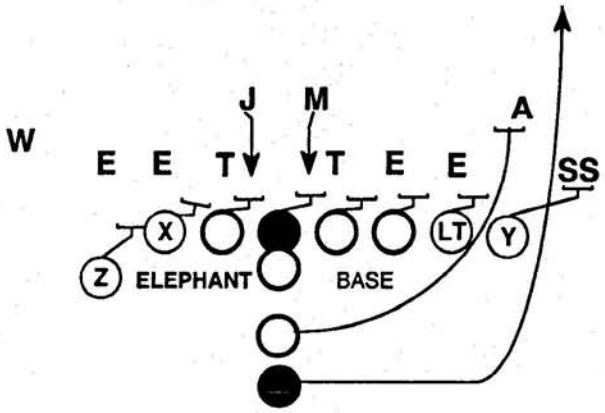
(GL) 0 TC Z PEEL - TOSS 38 BIG BOSS

Vs. 62 DBLE CRASH



(GL) 1 TC Z FLY - TOSS 38 BIG BOSS

Vs. ODD BALL

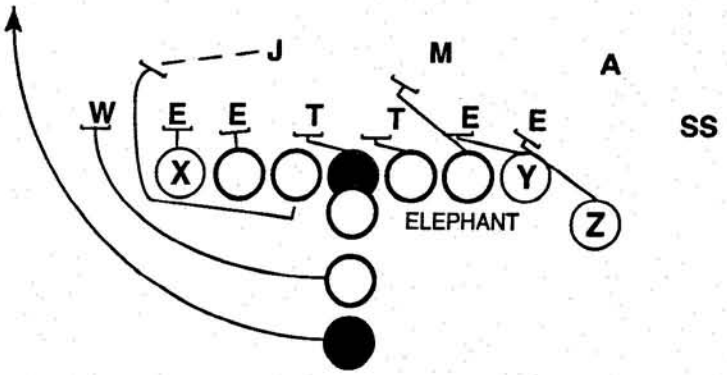


(GL) REX - TOSS 38 BIG BOSS

Play: **TOSS 39 BOSS**

Basic Blocking: **BOSS**

Vs. 6-2



(GL) 0 TC - T 39 BOSS

QB ACTION AND ALERT: Quick Reverse Pivot - Underneath Pitch Leading Ballcarrier at Arm Length.

BALL CARRIER: Lead Step - Look Toss In - Speed To Corner - Read block of X.

BACK: Block Force.

Y: Elephant Backside. Breach Frontside.

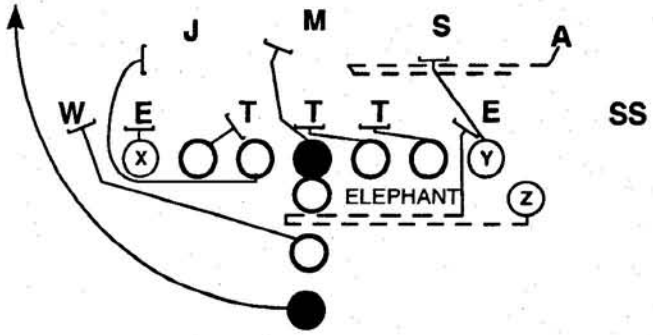
Z: Elephant.

X: Breach Frontside. Elephant Backside.

FORMATIONS:

(GL) 0 TC (QUICK COUNT)
(GL) 0 TC Z PEEL
(GL) Z MOTION TO 0 TC
(GL) 1 TC Z FLY
(GL) REX (QUICK COUNT)

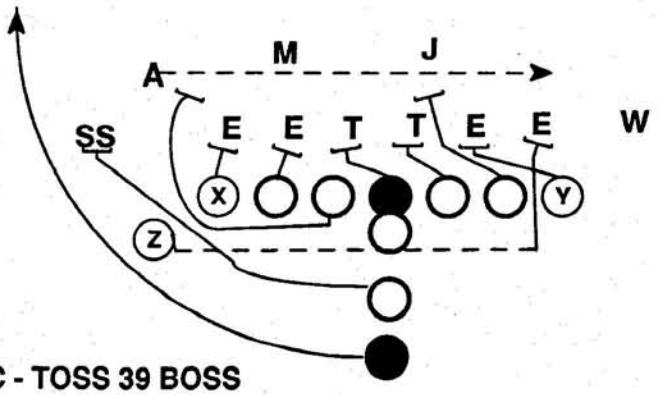
Vs. APACHE



(GL) 0 TC Z PEEL - T 39 BOSS

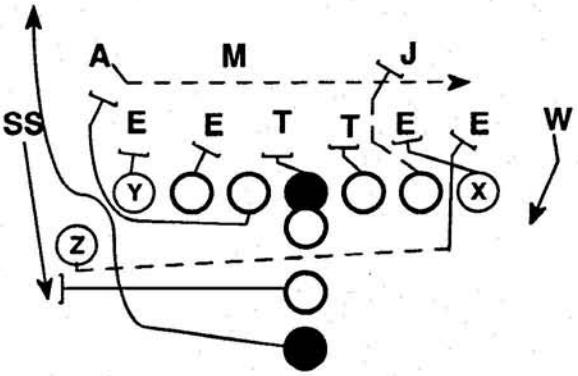
TOSS 39 BOSS

Vs. 6-2 GAPS



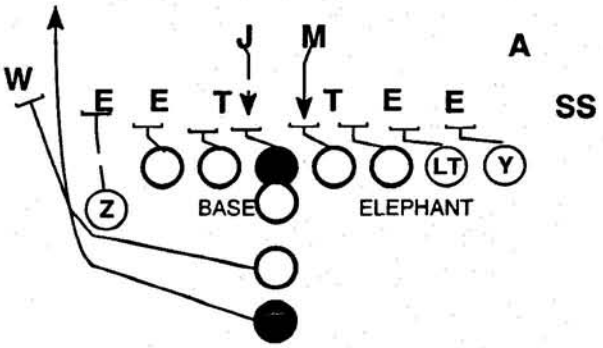
(GL) Z MOTION TO 0 TC - TOSS 39 BOSS

Vs. 62 DBLE CRASH



(GL) 1 TC Z FLY - TOSS 39 BOSS

Vs. ODD BALL

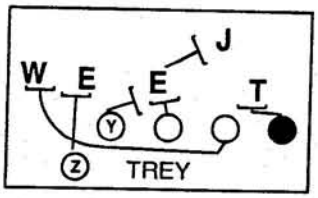


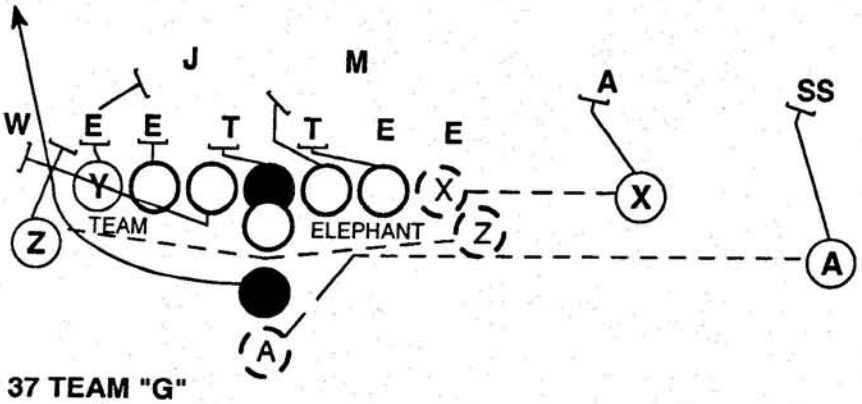
(GL) REX - TOSS 39 BOSS

Play: **PKG RIDE 37 TEAM "G"**

Basic Blocking: **TEAM "G"**

Vs. 6-2





(GL) SHIFT 1 CLOSE OUTSIDE - R 37 TEAM "G"

QB ACTION AND ALERT: Run Play to 5 Defender Side.

BALL CARRIER: Slash Action at inside hip of TE. - Key FSG Block.

BACK: Cut Wall. Alert Slant / Fade Signal.

Y: Team DE to 1st inside LB w/ Z. Alert Trey.

Z: Team DE to 1st inside LB. w/Y. Alert Trey.

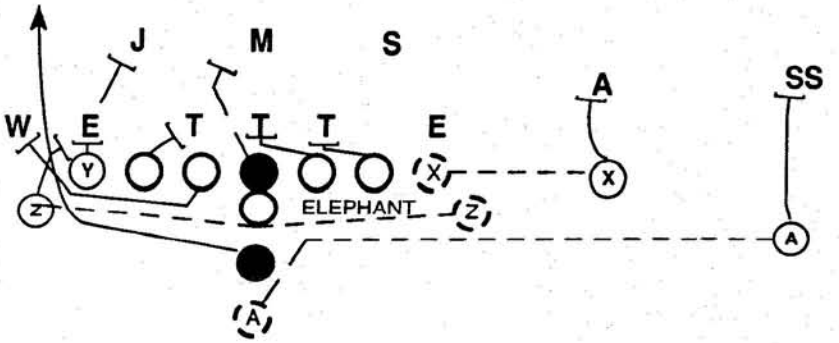
X: Cut Wall. Alert Slant / Fade Signal. (SLANT = DIAGONAL) (FADE = INSIDE FADE)

FORMATIONS:

(GL) SHIFT 1 CLOSE OUT

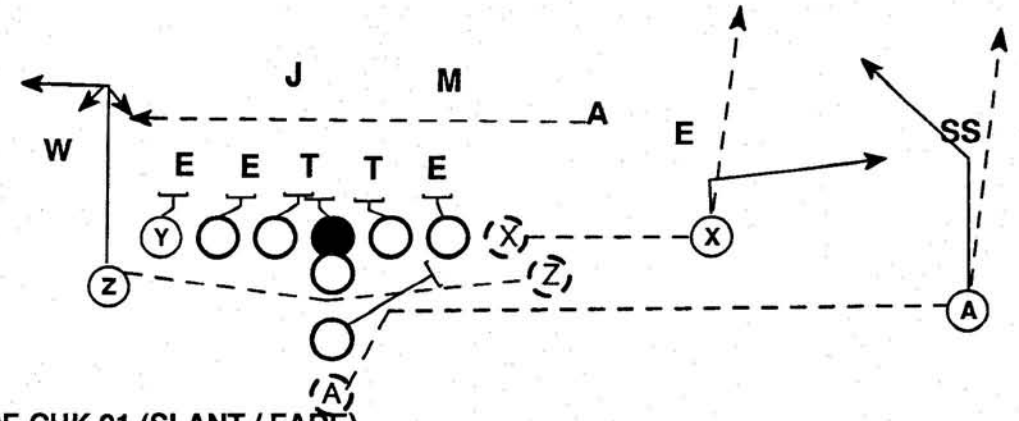
1. A - shifts outside (making it look like motion)
   Tap Z and set in Outside Position.
2. Z - tap X and shifts over to other side close position.
3. X - shift's out.

Vs. APACHE



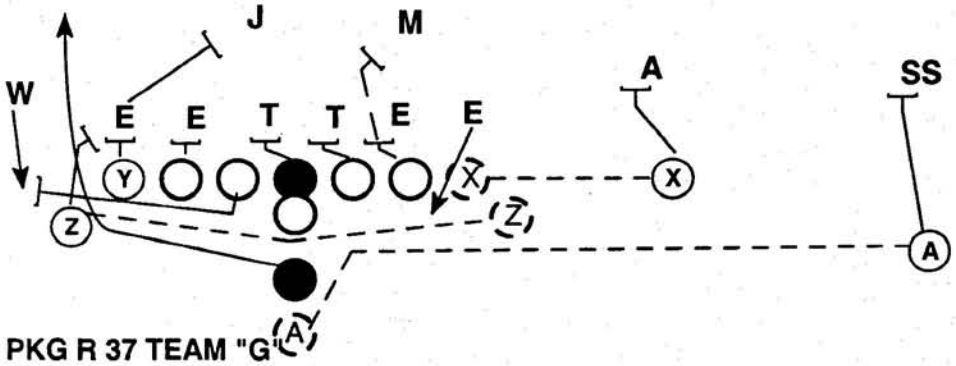
PKG RIDE 37 TEAM "G"

Vs. 6-2 GAPS



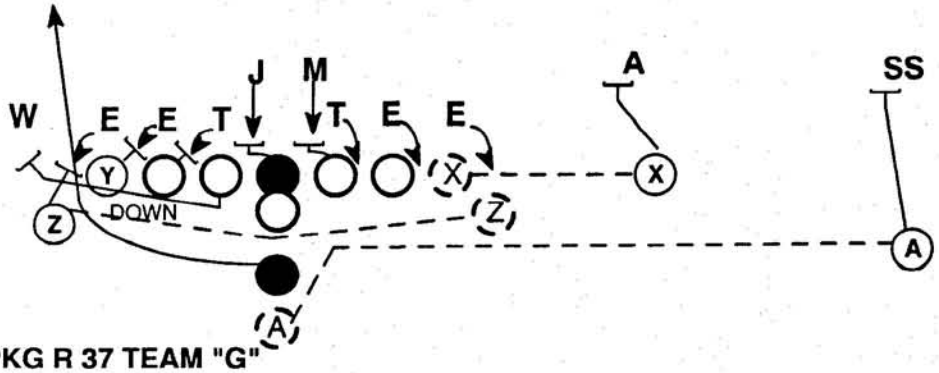
(GL) SHIFT 1 CLOSE OUTSIDE CHK 91 (SLANT / FADE)

Vs. 62 DBLE CRASH



(GL) SHIFT 1 CLOSE OUTSIDE PKG R 37 TEAM "G"

Vs. ODD BALL

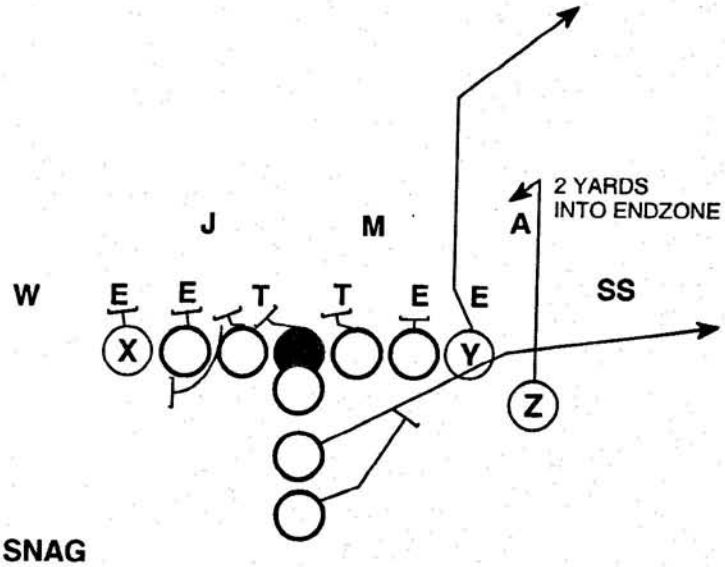


(GL) SHIFT 1 CLOSE OUTSIDE PKG R 37 TEAM "G"

Play: **RIDE 136 DUAL STAY (K.D.) Z SNAG**

Basic Blocking: **DUAL / K.D. - STAY**

Vs. 6-2



(GL) 0 TC - R 136 DUAL STAY Z SNAG

QB ACTION AND ALERT: Quick 5 Step PAP. Progression B to Y to Z.

BALL CARRIER: Execute Slash Fake. Block K.D / Dual Protection.

BACK: Execute Bluff Arrow or Free Release Arrow.

Y: Flag

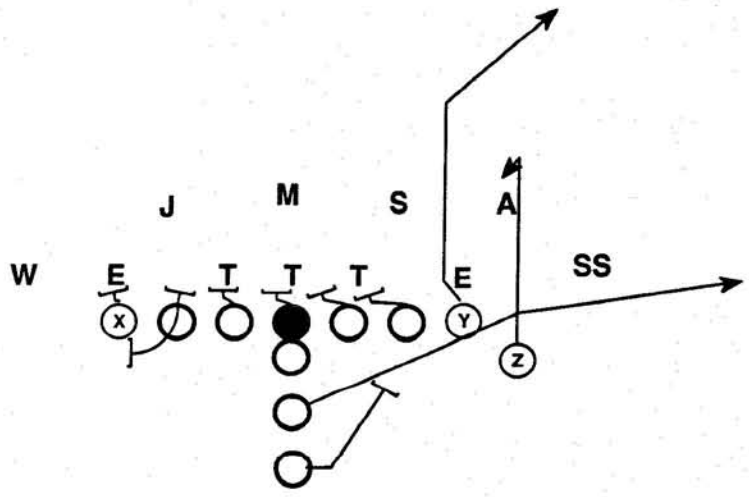
Z: Snag (Qk Hook +2 yards into the endzone)

X: Stay (Alert Big Fan)

FORMATIONS:

(GL) 0 TC

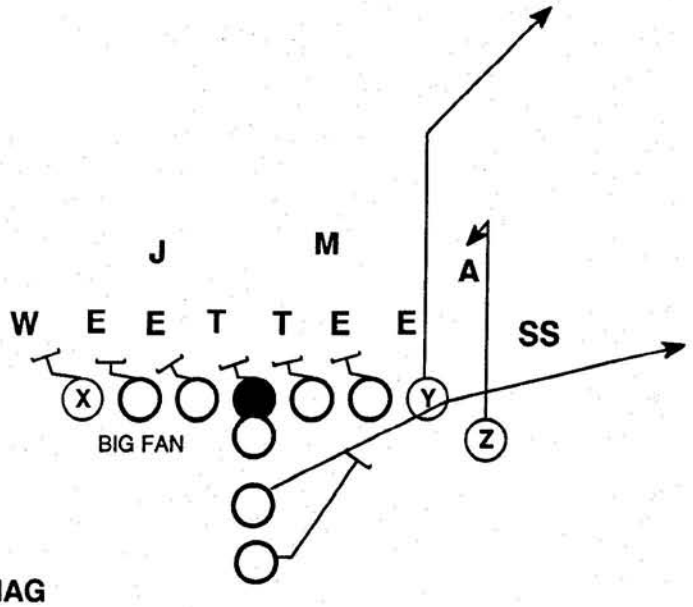
Vs. APACHE



(GL) 0 TC - R 136 K.D Z SNAG

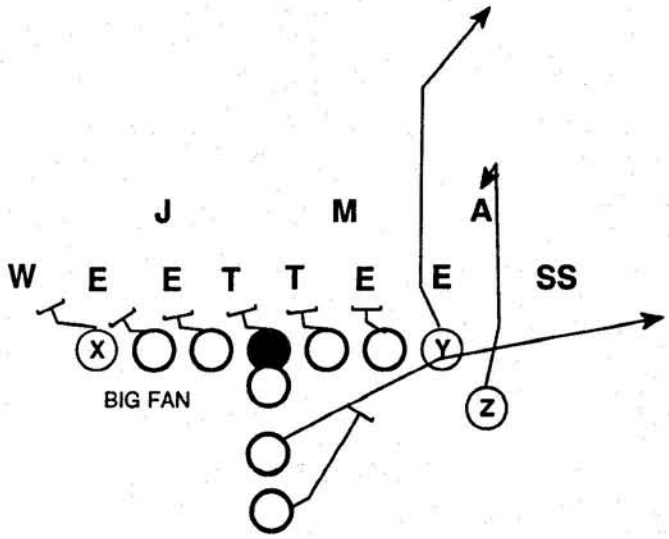
RIDE 136 DUAL STAY Z SNAG

Vs. 6-2 GAPS



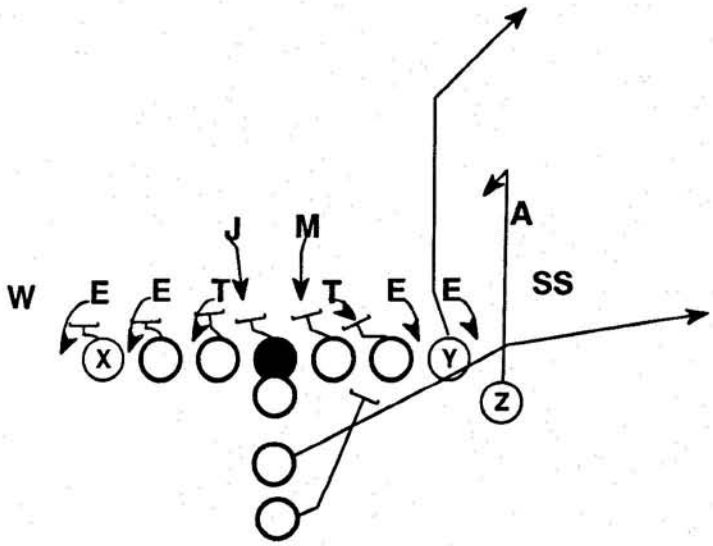
(GL) 0 TC - R 136 DUAL STAY Z SNAG

Vs. 62 DBLE CRASH



(GL) 0 TC - R 136 DUAL STAY Z SNAG

Vs. ODD BALL

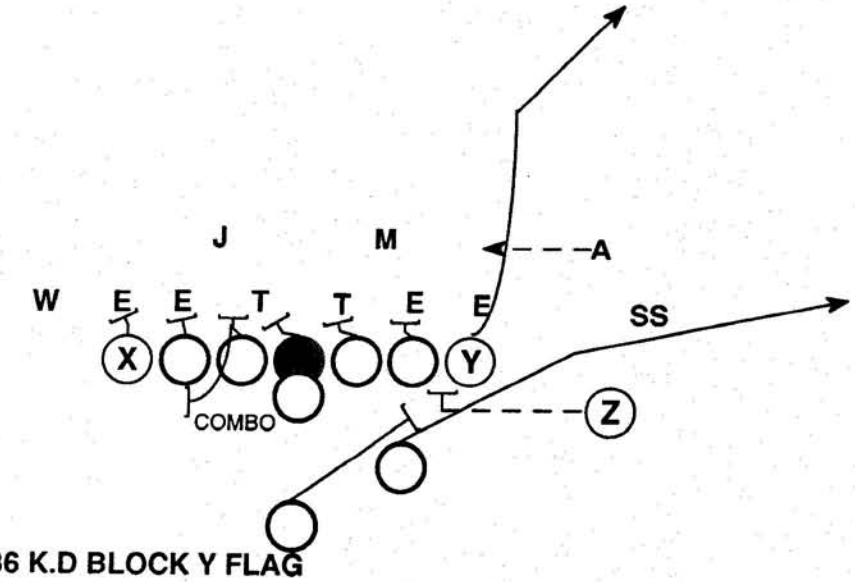


(GL) 0 TC - R 136 K.D STAY Z SNAG

Play: **RIDE 136 K.D. BLOCK Y FLAG**

Basic Blocking:

Vs. 6-2



(GL) 0 STR CLOSE ZHFLY - R 136 K.D BLOCK Y FLAG

QB ACTION AND ALERT: Quick PAP. Progression B to Y.

BALL CARRIER: Knockdown Protection

BACK: Bluff Arrow

Y: Flag

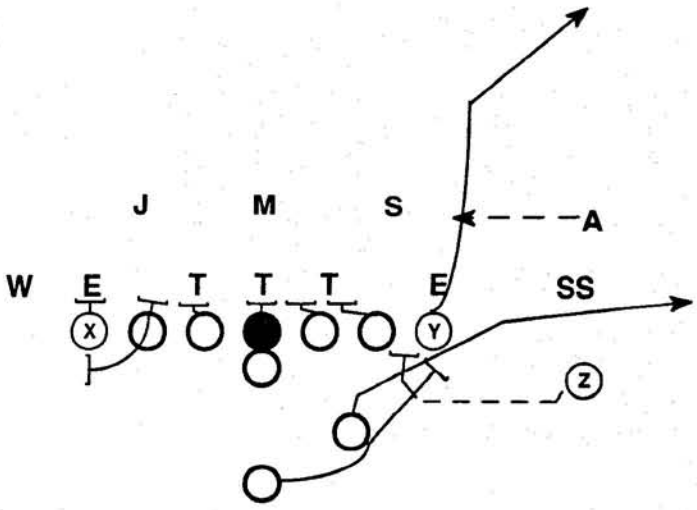
Z: Block 1st Defender Outside Tackle's Block.

X: Slow

FORMATIONS:

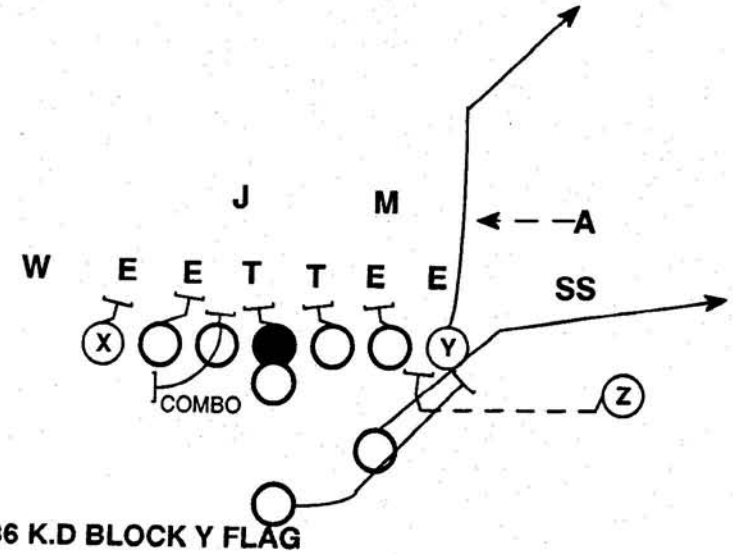
(GL) 0 STRONG TITE CLOSE ZHFLY

Vs. APACHE



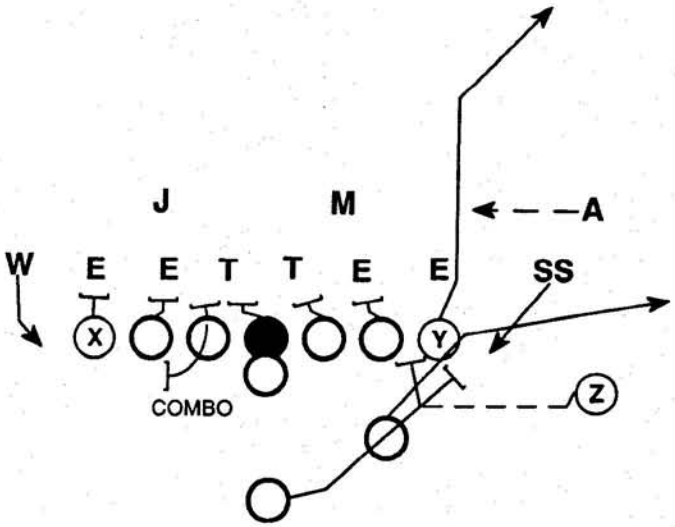
RIDE 136 K.D. BLOCK Y FLAG

Vs. 6-2 GAPS



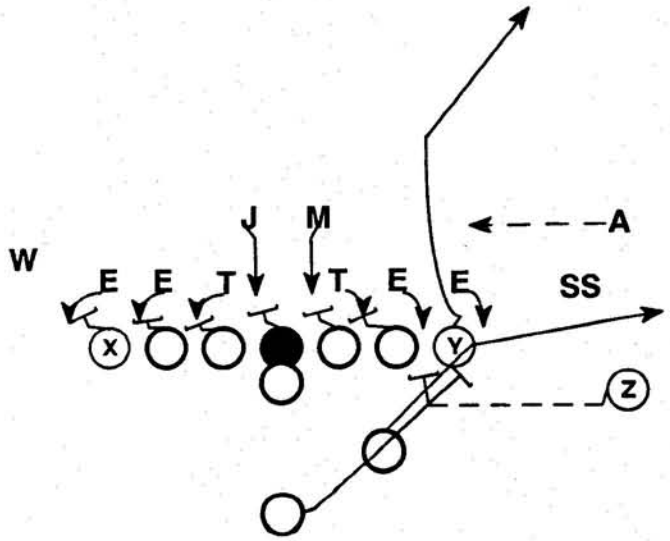
(GL) 0 STR CLOSE ZHFLY - R 136 K.D BLOCK Y FLAG

Vs. 62 DBLE CRASH



(GL) 0 STR CLOSE ZHFLY - R 136 K.D BLOCK Y FLAG

Vs. ODD BALL

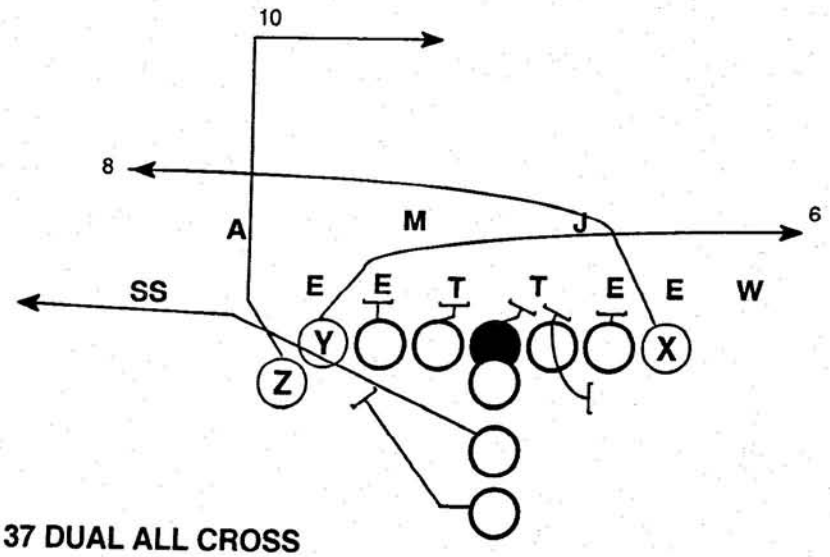


(GL) 0 STR CLOSE ZHFLY - R 136 K.D BLOCK Y FLAG

Play: **RIDE 137 K.D.(DUAL) ALL CROSS**

Basic Blocking: **K.D (DUAL)**

Vs. 6-2



(GL) 1 TC - RIDE 137 DUAL ALL CROSS

QB ACTION AND ALERT: 5 Step PAP. Progression B to Y to Z to X.

BALL CARRIER: Block Protection after fake.

BACK: Dual = Arrow. Knockdown = Bluff Arrow

Y: Frontside - 6 yard Cross (under X),Backside - 8 yard Cross (over X).

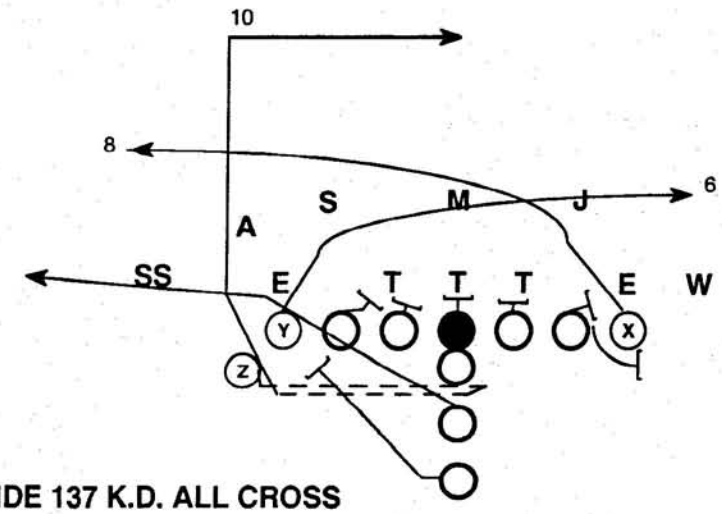
Z: 10 yard Squared In Cut across the back of the Endzone.

X: Backside - 8 yard cross (over Y), Frontside - 6 yard cross (under Y)

FORMATIONS:

(GL) 1 TC
(GL) 1 TC Z PEEL
(GL) 1 STR TC Z PEEL
(GL) Z MOTION TO 1 TC

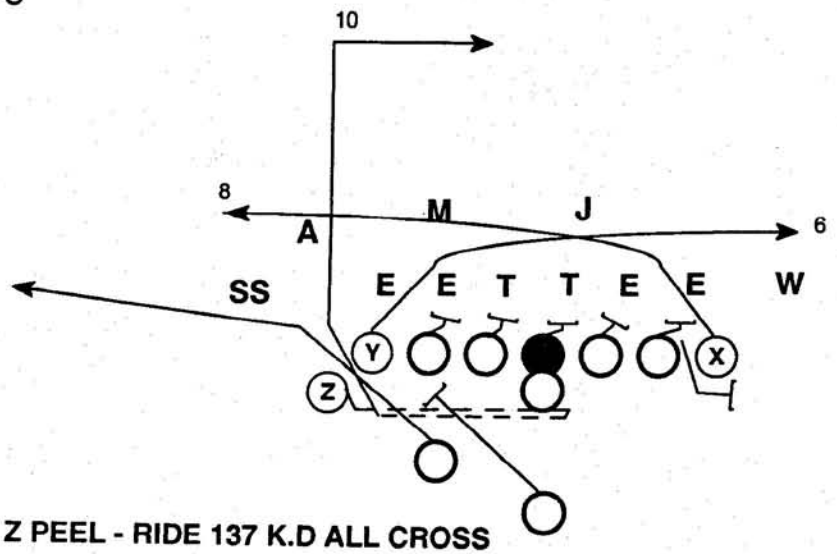
Vs. APACHE



(GL) 1 TC Z PEEL - RIDE 137 K.D. ALL CROSS

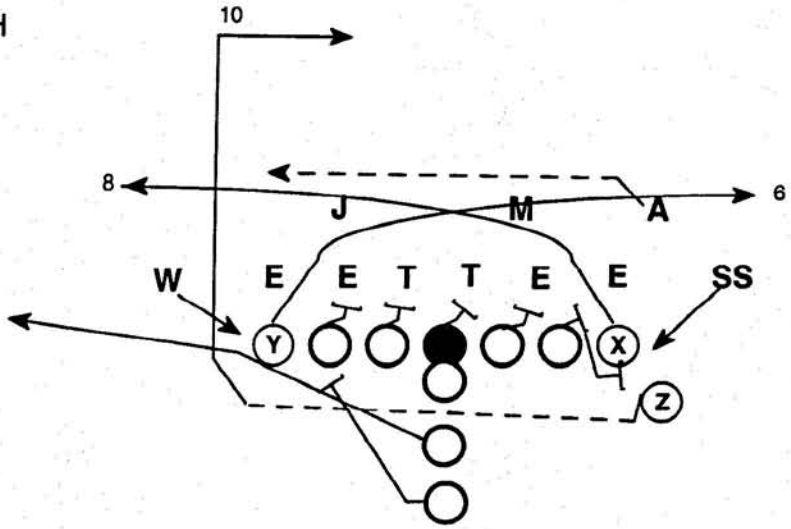
RIDE 137 K.D. (DUAL) ALL CROSS

Vs. 6-2 GAPS



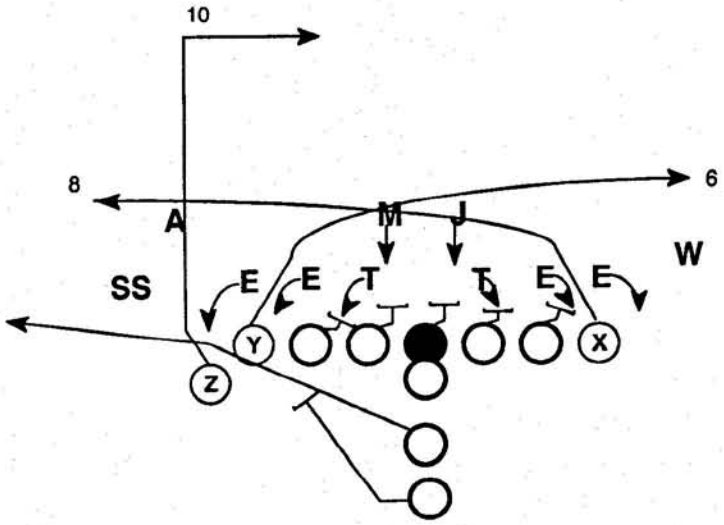
(GL) 1 STR TC Z PEEL - RIDE 137 K.D ALL CROSS

Vs. 62 DBLE CRASH



(GL) Z MOTION 1 TC - R 137 K.D. ALL CROSS

Vs. ODD BALL

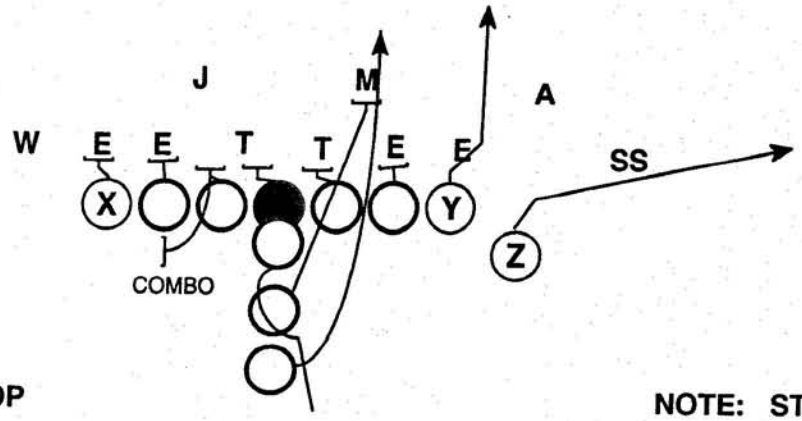


(GL) 1 TC - R 137 K.D. ALL CROSS

Play: **SLANT 132 STAY Y POP**

Basic Blocking:

Vs. 6-2



(GL) 0 TC -SLANT 132 STAY Y POP

NOTE: STAY LOW

QB ACTION AND ALERT: Reverse Pivot. Quick Fake. Progression Y to Z.

BALL CARRIER: Execute Slant 32.

BACK: Execute Slant 32. Block Mike.

Y: Pop

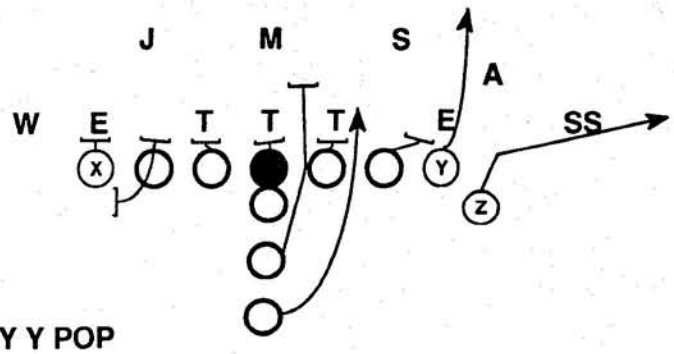
Z: Diagonal. **NOTE: Vs. CRASH CHIP SS.**

X: Stay (Alert Big Fan)

FORMATIONS:

(GL) 0 TC
(GL) 0 TC Z PEEL
(GL) 0 STR TC Z PEEL
(GL) Z MOTION 0 TC
(GL) 1 TC Z FLY

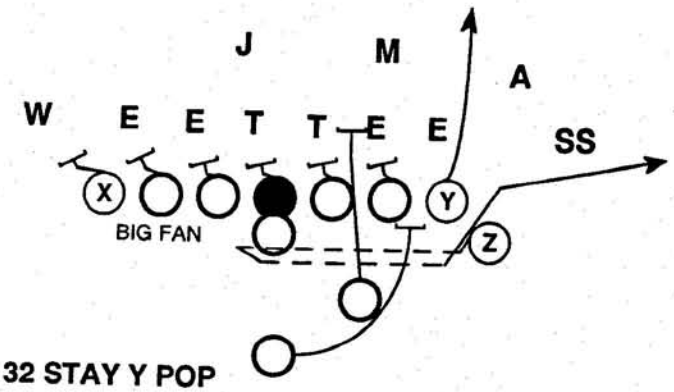
Vs. APACHE



(GL) 0 TC Z PEEL - SLANT 132 STAY Y POP

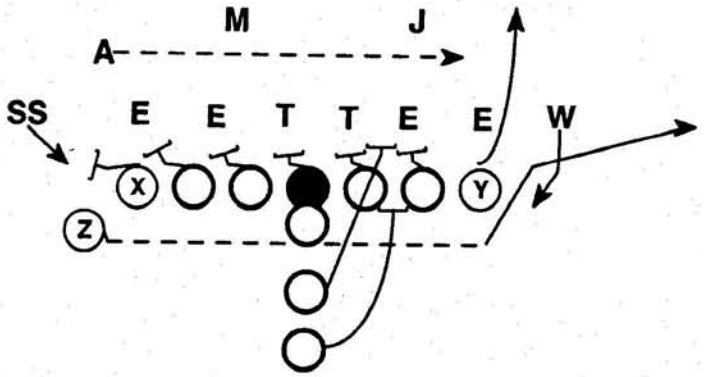
SLANT 132 STAY Y POP

Vs. 6-2 GAPS



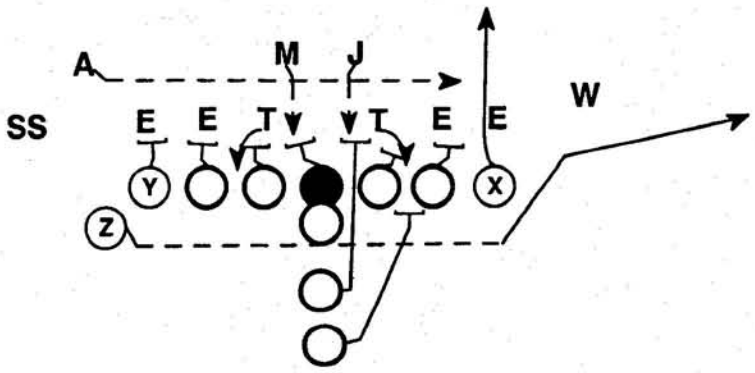
(GL) 0 STR TC Z PEEL - SLANT 132 STAY Y POP

Vs. 62 DBLE CRASH



(GL) Z MOTION 0 TC - SLANT 132 STAY Y POP

Vs. ODD BALL



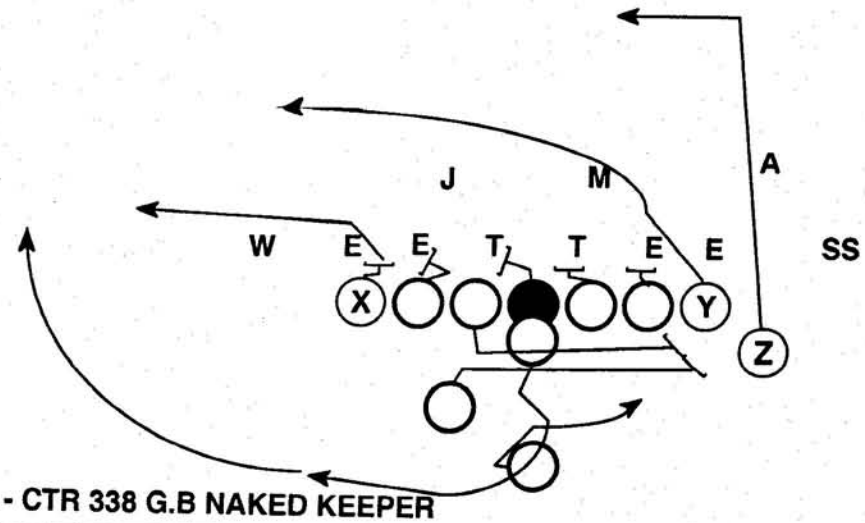
(GL) 1 TC Z FLY - SLANT 132 STAY X POP

POSS. "GAP"

Play: **CTR 338 G.B. NKD KEEPER**

Basic Blocking: **CTR**

Vs. 6-2



(GL) 0 WK T.C. - CTR 338 G.B NAKED KEEPER

QB ACTION AND ALERT: Fake CTR **(Bury the Fake)** Boot Out. Run Pass Option.

BALL CARRIER: Fake Ctr 38 G.B.

BACK: Execute CTR G.B. Block 1st Man Outside Pulling Guard. **(ALERT RUN-THROUGH)**

Y: 6 Yard Cross

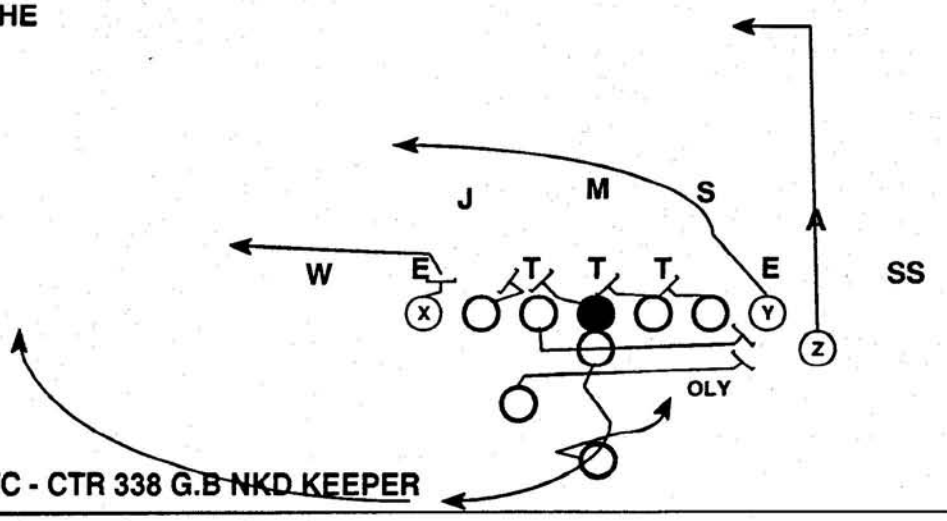
Z: 10 yard Squared In Cut, across the back of the endzone.

X: Cut off man over, then release to diagonal. Run or Pass.

FORMATIONS:

(GL) 0 WEAK T.C.

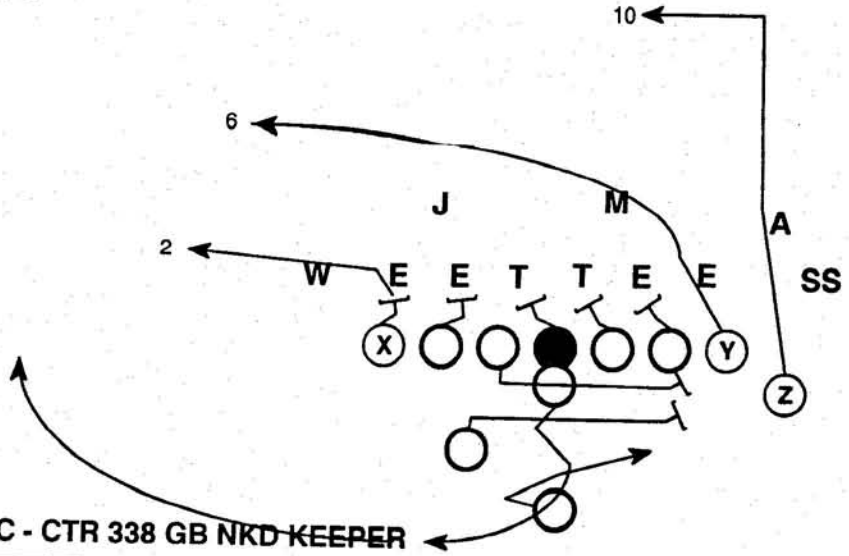
Vs. APACHE



GL) 0 WK TC - CTR 338 G.B NKD KEEPER

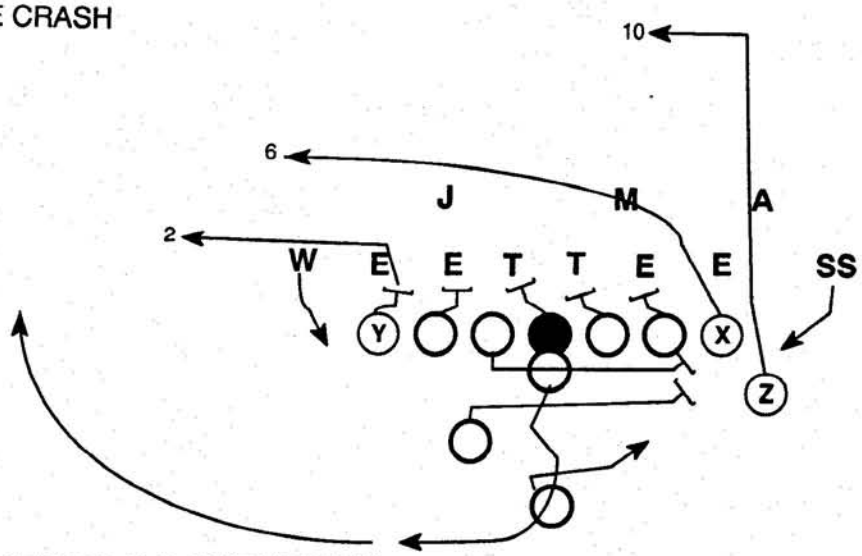
CTR 338 G.B. NAKED KEEPER

Vs. 6-2 GAPS



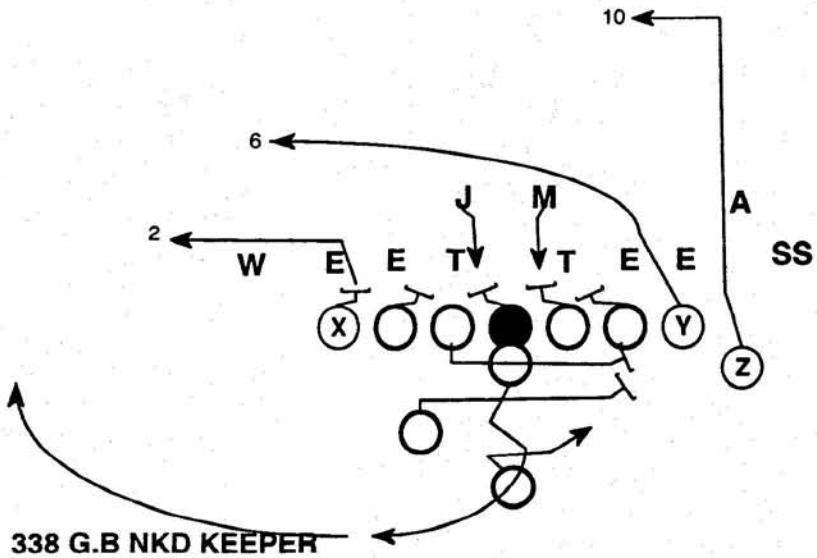
(GL) 0 WK TC - CTR 338 GB NKD KEEPER

Vs. 62 DBLE CRASH



(GL) 0 WK TC - CTR 338 G.B. NKD KEEPER

Vs. ODD BALL



(GL) 0 WK TC - CTR 338 G.B NKD KEEPER

DIAMOND CHECKS & STAY UP'S

REGULAR (0/1, 0/1 SLOT)

RUNS

1. √ TACO - T 39/8 TOSS
2. √ G - R 36/7 G LEAD
3. 34/5 ZONE ROLL PACK (ZONE ROLLBACK)
4. Y FLY TOSS 39/8 BOSS ED
5. Y FLY R 46/7
6. Y FLY TOSS 38/9
7. BUNCH Y FLY TOSS 39/8 U CRACK

PASS

1. 142/3 SEMI – X IN – Y HOOK Z POST
2. 82/3 SEMI Z – OUT Y FLAG
3. 82/3 SEMI CURL
4. 78/9 CURL
5. 142/3 Z SAIL Y DRAG (SLOT)
6. √ BOXER STRONG AND WEAK
7. √ BOXER RUG
8. ZHF 74/5 X Q Z LEVEL
9. √ RUB

DERTOIT

0/1 ON

RUN

1. √ "G"
2. √ BALL
3. 74/5 FM DIAG. SLANT

PASS

1. 80/1 – 90/1
2. 74/5 Y/T CROSS

FLOOD SLOT

RUN

1. √ TEAM "G"
2. √ BALL
3. √ TACO (T FLY)

PASS

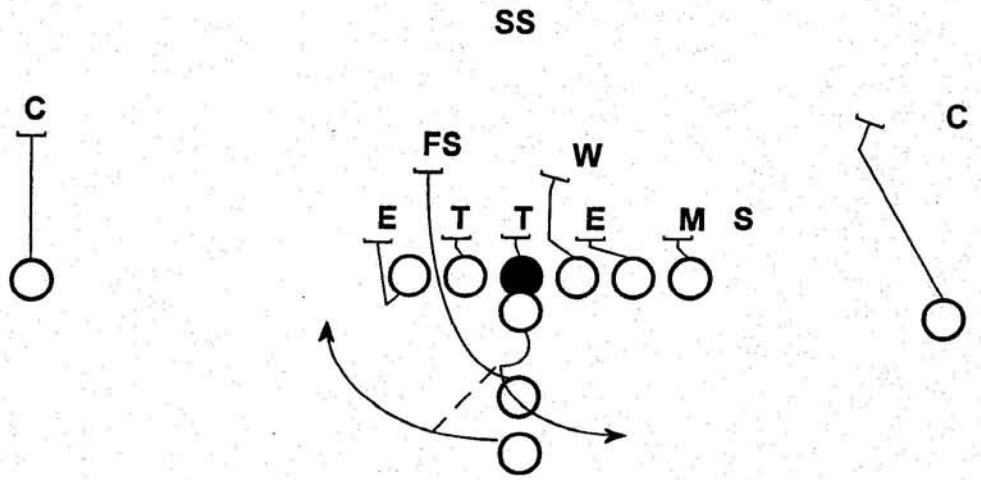
1. 62/3 T DRIVE
2. 76/7 Y SHALLOW X POST

SINGLE BACK

1. √ "G" (PEEL MOTION / FLY MOTION)
2. 76/7 Y SHALLOW X POST
3. 80/1 - 90/1
4. √ GATE (SWING SCREEN)
5. √ Y FUN PASS

Play: CHECK "TACO" (TOSS 39/38)

Basic Blocking:



Z - Cut Wall

Y - Cut off Man Over.

FST - Breach EMOL

FSG - Breach 3 tech.

C - Base Nose (Alert Triple)

BSG - Clip W / BST (Poss. Triple)

BST - Clip W / BSG (Poss. Triple)

X - Block Man Over

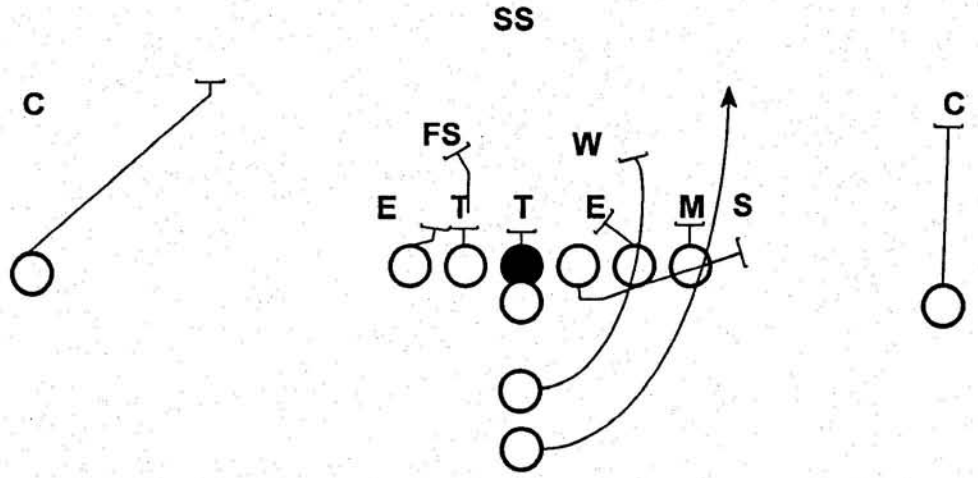
QB - Reverse Pivot Pitch the Ball to back Number of T.B. Boot Away

BALL CARRIER - Lead & Drag for Pitch - "Slow Flow and Go"

BACK - Block Bubble Defender Play Side (F/S & LB)

Play: CHECK "G" (R36/37 G LEAD)

Basic Blocking:



Z - Block Man Over.

Y - Drive Block Man On.

FST - Down Block 3 Tech.

FSG - Pull - Kick Out widest Defender.

C - Base Nose (Alert Triple)

BSG - Reach W / BST (Poss. Triple)

BST - Reach W / BSG (Poss. Triple)

X - Cut Wall

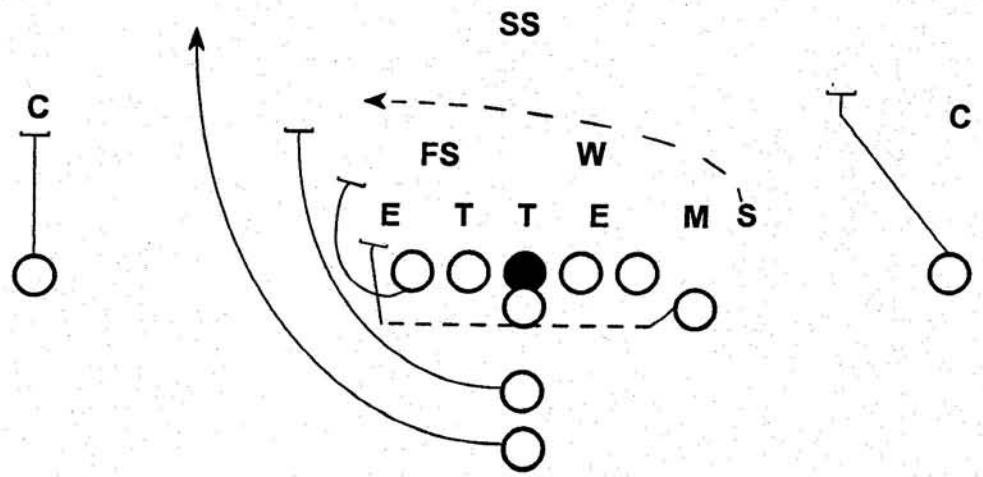
QB - Open Cross-Over and Reach the ball to Ball Carrier - Boot Away.

BALL CARRIER - Lead and Drag for Toss Pitch.

BACK - Block LB Force Outside of TE's Block.

Play: TOSS 39 BOSS ED (Y FLY)

Basic Blocking:



Z - Cut Wall.

Y - Fly (or Peel) Block EMLOS

FST - Ed Block to FSLB w/ Y in Motion.

FSG - Breach 3 Tech.

C - Base Nose (Alert Triple)

BSG - Clip W / BST (Poss. Triple)

BST - Clip W / BSG (Poss. Triple)

X - Block Man Over.

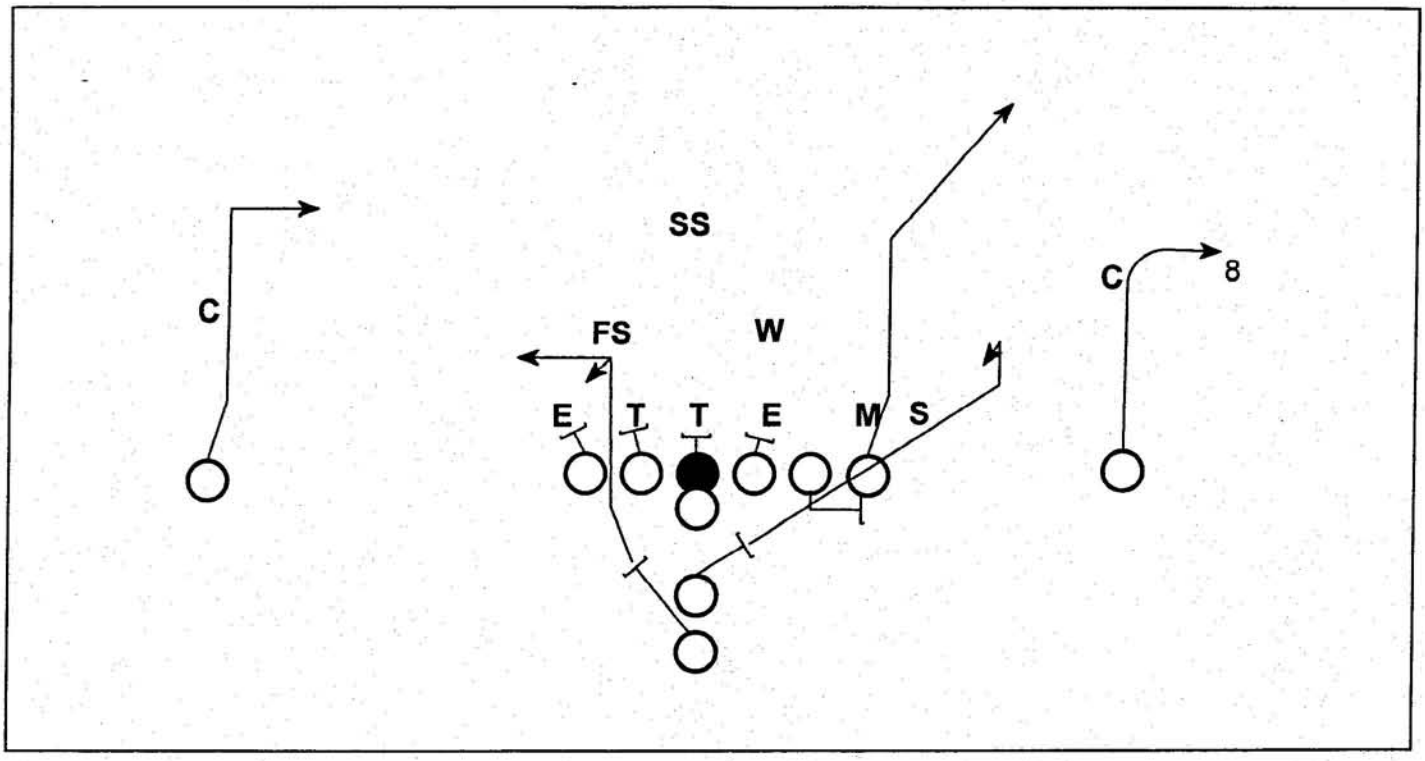
QB - Reverse Pivot - Pitch Footbakll to Lead Hand of Ball Carrier.

BALL CARRIER - Lateral Lead Slash Course - Inside Hip of Tackle.

BACK - Lead Step inside Hip of Guard. Block Bubble Defender Playside.

Play: 82 SEMI Z OUT Y FLAG

Basic Blocking:



Z - Min. Split Execute 8 yard out - No Conversions

Y - Execute Flag (Hot 2)

FST - Drop Fan for EMOL

FSG - Base Man on.

C - Base Man On (5 Down Call)

BSG - Base Man On

BST - Fan for EMOL

X - Execute 14 yard In Route.

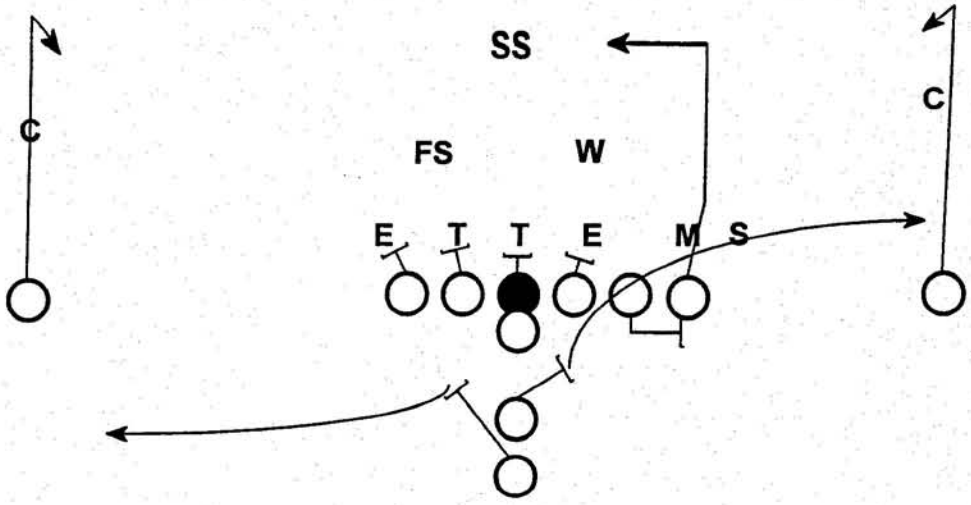
QB - 5 Step Play Drop Combo Read - 1. Z/X 2. B/A Alert Press on Z to Y on Flag.

BALL CARRIER - Block F/S - Execute Inside Option.

BACK - Block Protection - N/T - Execute Stop Route.

Play: 82 SEMI CURL

Basic Blocking:



Z - Min. Split Execute Semi Curl - No Conversions

Y - Execute Middle Read (Hot 2)

FST - Drop Fan for EMOL

FSG - Base Man on.

C - Base Man On (5 Down Call)

BSG - Base Man On

BST - Fan for EMOL

X - Execute Semi Curl Route.

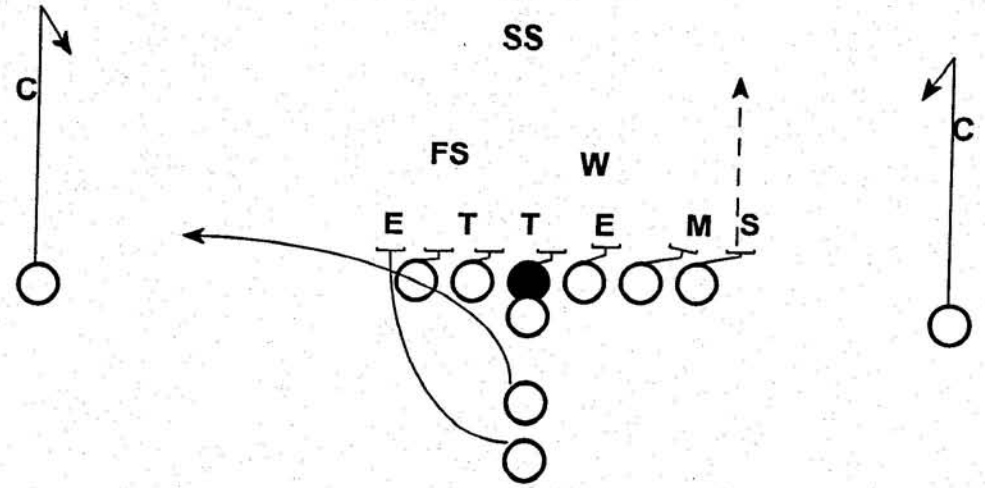
QB - 5 Step Play Drop Combo Read - 1. X/Z 2. Y 3. A/B

BALL CARRIER - Block F/S - Execute Swing Route.

BACK - Block Protection - N/T - Execute Diagonal Route. or Swing Route.

Play: CHECK BOXER (WEAK)

Basic Blocking:



Z - Execute Semi Curl Route - Normal Cionversions.

Y - Stay Protection - (Alert "Rug")

FST - Duo w/FSG

FSG - Duo / Ace - w/FST and OC.

C - Ace W/ FSG to BSLB

BSG - Base Man On.

BST - Fan to Man over BSY

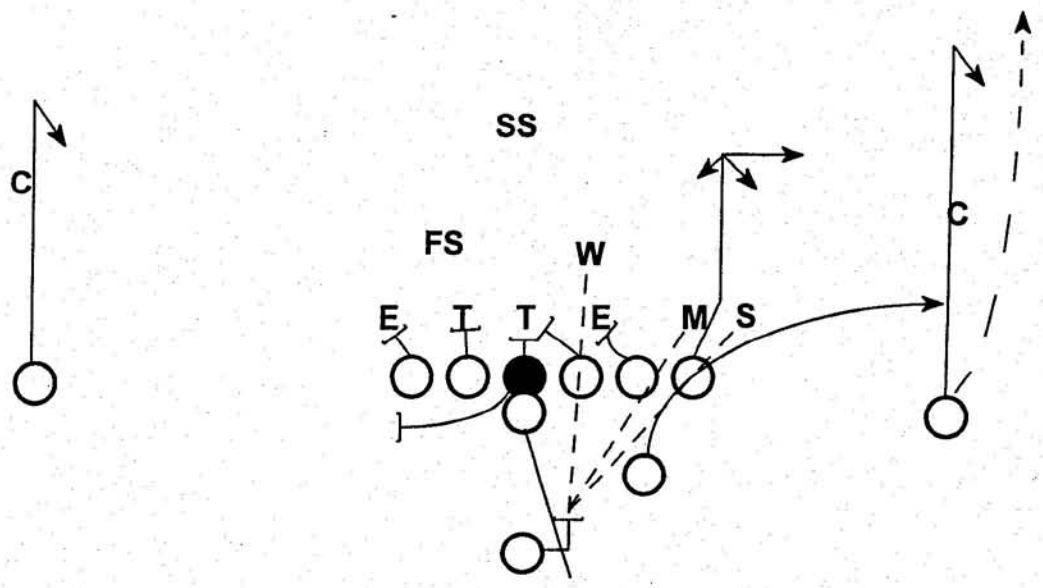
X - Execute Semi Curl Route - No Conversions.

QB - 5 Step Play Action - Base Progression - 1 . X - B

BALL CARRIER - Block Knockdown Protection.

BACK - Execute Bluff Arrow.

Play: CHECK BOXER (STRONG) **Basic Blocking:**



Z - Execute 16 yard Comeback - Normal Conversions.

Y - Execute Hook Route.

FST - Duo - Ace w/FSG

FSG - Duo / Ace - w/FST and OC.

C - Ace W/ FSG to out Backside.

BSG - Base Man On.

BST - Fan to EMOL

X - Execute Semi Curl Route.

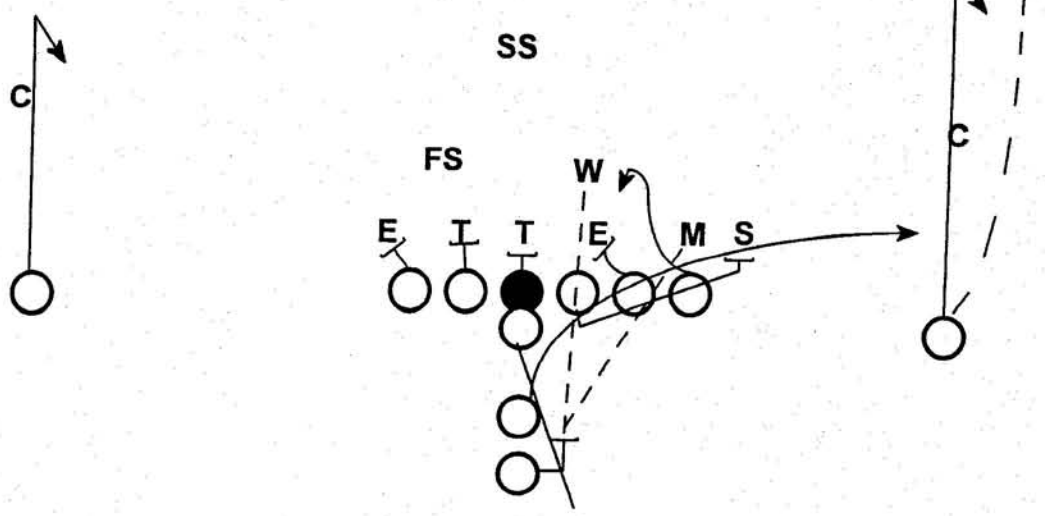
QB - 5 Step Play Action - Base Progression - R-Y-Z - Alert 2 FS Sky for X.

BALL CARRIER - Block Knockdown Protection.

BACK - Execute Bluff Arrow.

Play: CHECK BOXER RUB

Basic Blocking:



Z - Execute 16 yard Comeback - Normal Conversions.

Y - Execute Hook Route.

FST - Duo - Ace w/FSG

FSG - Duo / Ace - w/FST and OC.

C - Ace W/ FSG to out Backside.

BSG - Base Man On.

BST - Fan to EMOL

X - Execute Semi Curl Route.

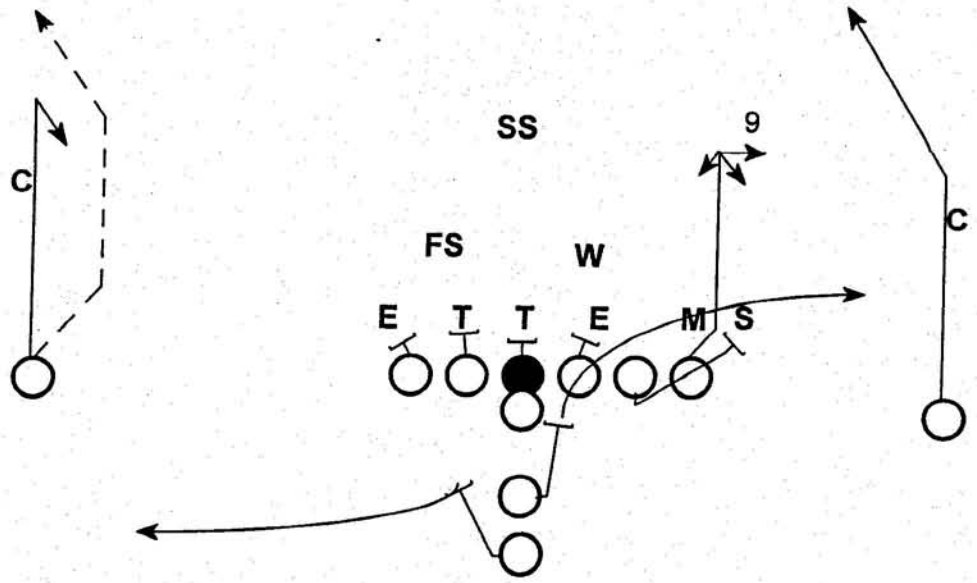
QB - 5 Step Play Action - Base Progression - R-Y-Z - Alert 2 FS Sky for X.

BALL CARRIER - Block Knockdown Protection.

BACK - Execute Bluff Arrow.

Play: 142 Y HOOK Z POST

Basic Blocking:



Z - Execute Post Route - Normal Conversions.

Y - Execute Hook Route - Hot 2.

FST - Fan for EMOL

FSG - Base Man On.

C - Base Man On (5 Down Call)

BSG - Base Man On.

BST - Fan to EMOL

X - Execute 16 yard Curl Route - Normal Conversions.

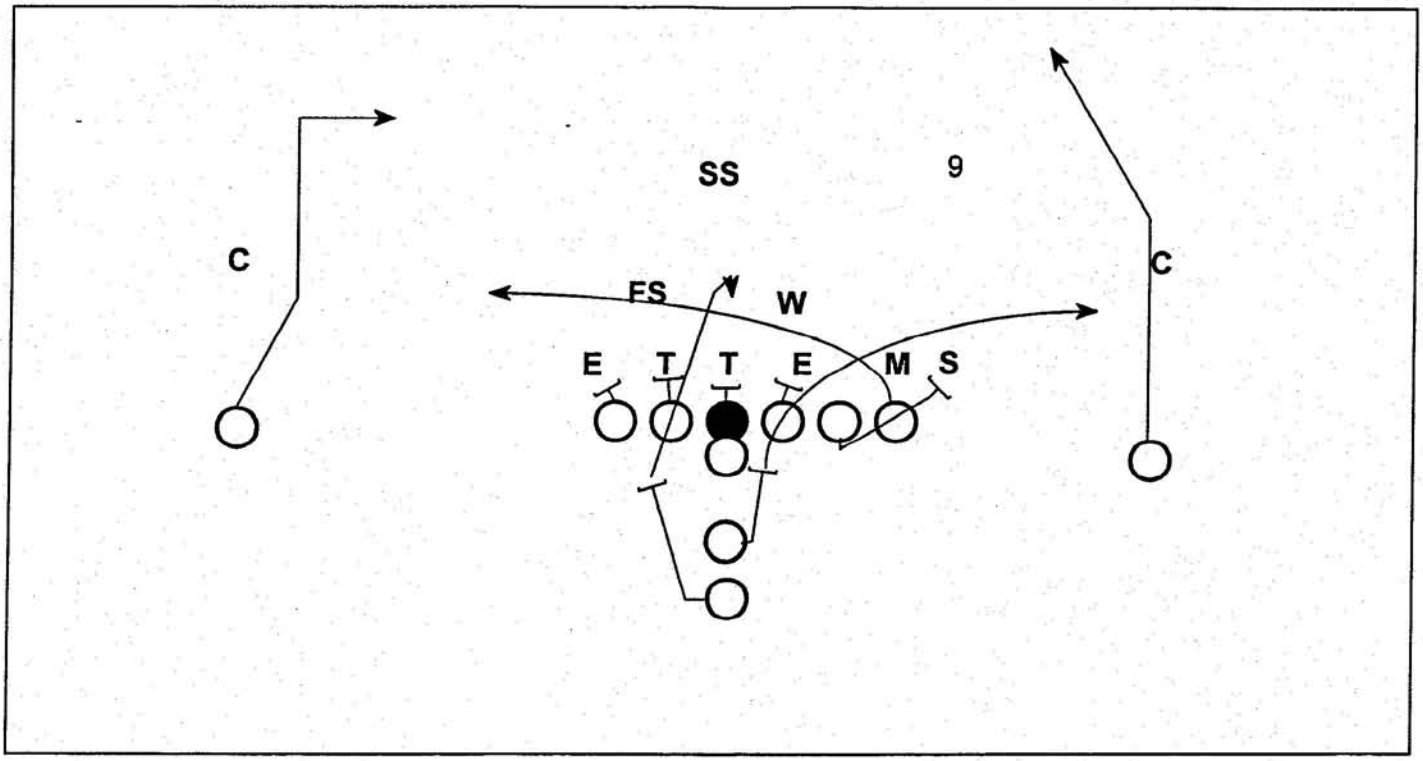
QB - 5 Step Play Action - Base Progression - 1 . Y 2. X 3. A

BALL CARRIER - Check for F/S weak side Bubble - N/T Execute Swing Route..

BACK - Check for Mike and Sam Strong Side Execute Diagonal Route.

Play: 142 X IN

Basic Blocking:



Z - Execute an Over Post - No Conversions.

Y - Execute Drag Route - Stay on the move - Hot 2.

FST - Fan for EMOL

FSG - Base Man On.

C - Base Man On (5 Down Call)

BSG - Base Man On.

BST - Fan to EMOL

X - Execute 16 yard In Route.

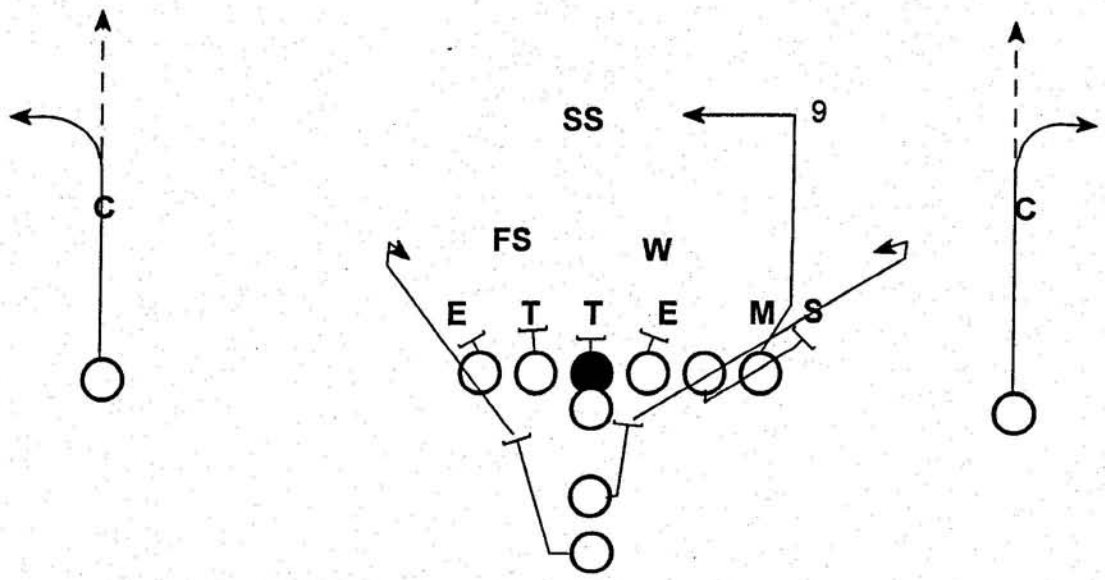
QB - 7 Step Play Action - Base Progression - 1. X 2. Y 3. B

BALL CARRIER - Check for F/S weak side Bubble - N/T Execute Checkdown.

BACK - Check for Mike and Sam Strong Side Execute Diagonal Route.

Play: 142 SEMI

Basic Blocking:



Z - Normal Split Execute Semi - Normal Conversions.

Y - Execute Middle Read - Hot 2.

FST - Fan for EMOL

FSG - Base Man On.

C - Base Man On (5 Down Call)

BSG - Base Man On.

BST - Fan to EMOL

X - Execute Semi Route.

QB - 5 Step Play Action - Must Know Cov. Rotation 1. X/Z 2. Y 3. B/A

BALL CARRIER - Split Flow Weak Side for Safety in the bubble. N/T - Execute Backside Checkdown.

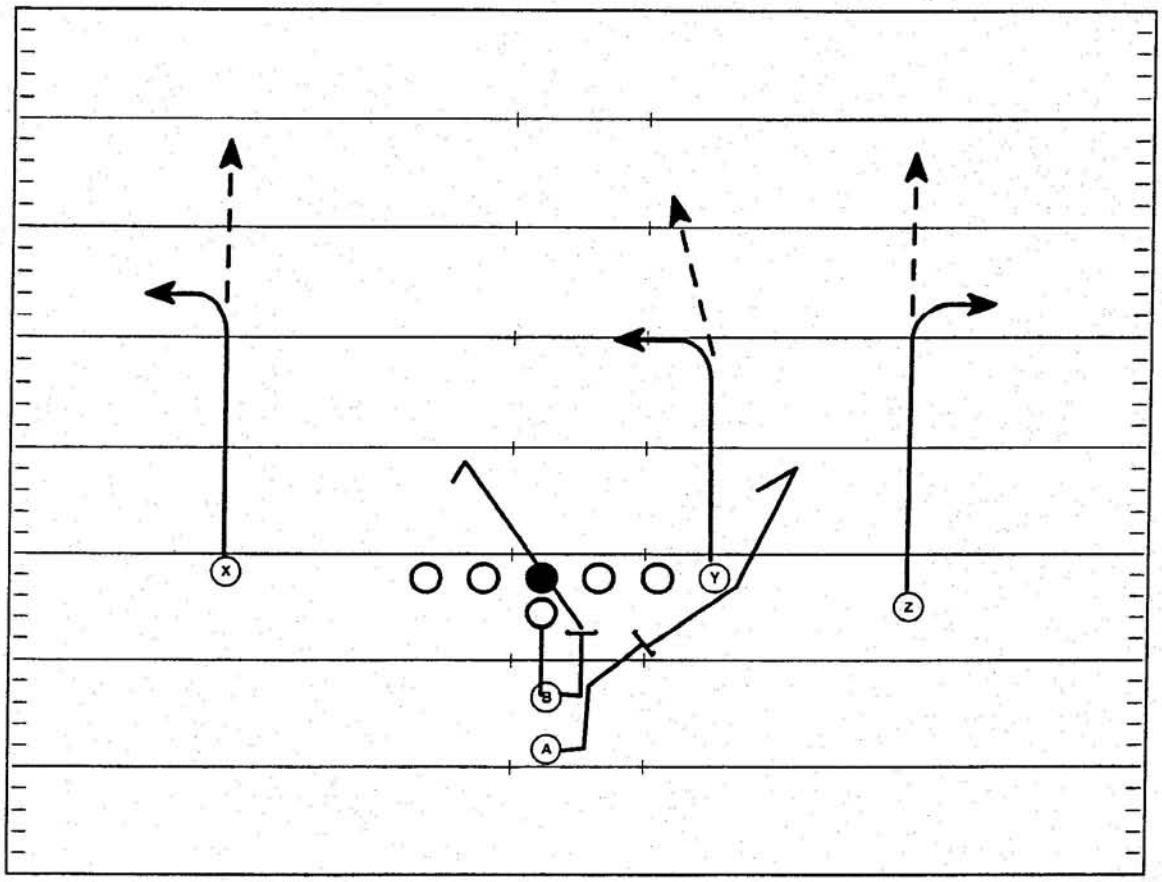
BACK - Check Protection for Mike or Sam. Alert Poss. Gap Call - N/T Execute Stop Route.

PLAY-ACTION PASS

142/3 SEMI
OUT / SEMI GO
COMEBACK
X – IN
Y HOOK Z POST
Y HOOK X POST
DIG
Y OUT X PIN
Y FLAG X PIN
Y COP X SMASH
Y COP T SMASH
143/2 Y SAIL X IN
146/7 Z DOVER
Y FLAG DBL POST
147/6 X TOPPER Y HOOK
Z CROSS
139/8 RUN IT X OUT GO
RUN IT X/Z SNEAK
138/9 RUN IT Z OVER
RUN IT Z SPOT X COMEBACK
CTR 136/7 X GIN
X Q - Z OVER
TOSS 138/9 RUN IT Z RACE X SHAL

136/7 DUAL SEMI Y CHOICE
DUAL Y SAIL
DUAL SEMI Z POST Y FLAG
DUAL SEMI Z FLAG Y/X CROSS
KNOCKDOAN Z SNAG
KNOCKDOWN Y FLAG
137/6 KNOCKDOWN Y CROSS
SEMI
KNOCKDOWN STAY Z SAIL
KNOCKDOWN STAY Z CHOICE
KNOCKDOWN STAY Z SNAG
KNOCKDOWN Z CHOICE
KNOCKDOWN W SAIL
KNOCKDOWN T CHOICE
136/7 KNOCKDOWN STAY Y SAIL
KNOCKDOWN STAY Y CHOICE
KNOCKDOWN STAY Z SNAG
KNOCKDOWN SLOW T FLAG
134/5 NKD L/R Y OUT DBL POST
135/4 NKD R/L THROWBACK
X DIG
105/4 Z SAIL
X OUT GO
Z OVER
X Q – Z OVER

0/1 142/3 SEMI



QB: COACHING POINT: Quik 5 Step Play Action. Progression read away from secondary rotation.

PROGRESSION: 1. X/Z 2. Y 3. B/A
VS: COVER 2: 1. Y 2. Z 3. A

X: Execute Semi - Normal Conversions.

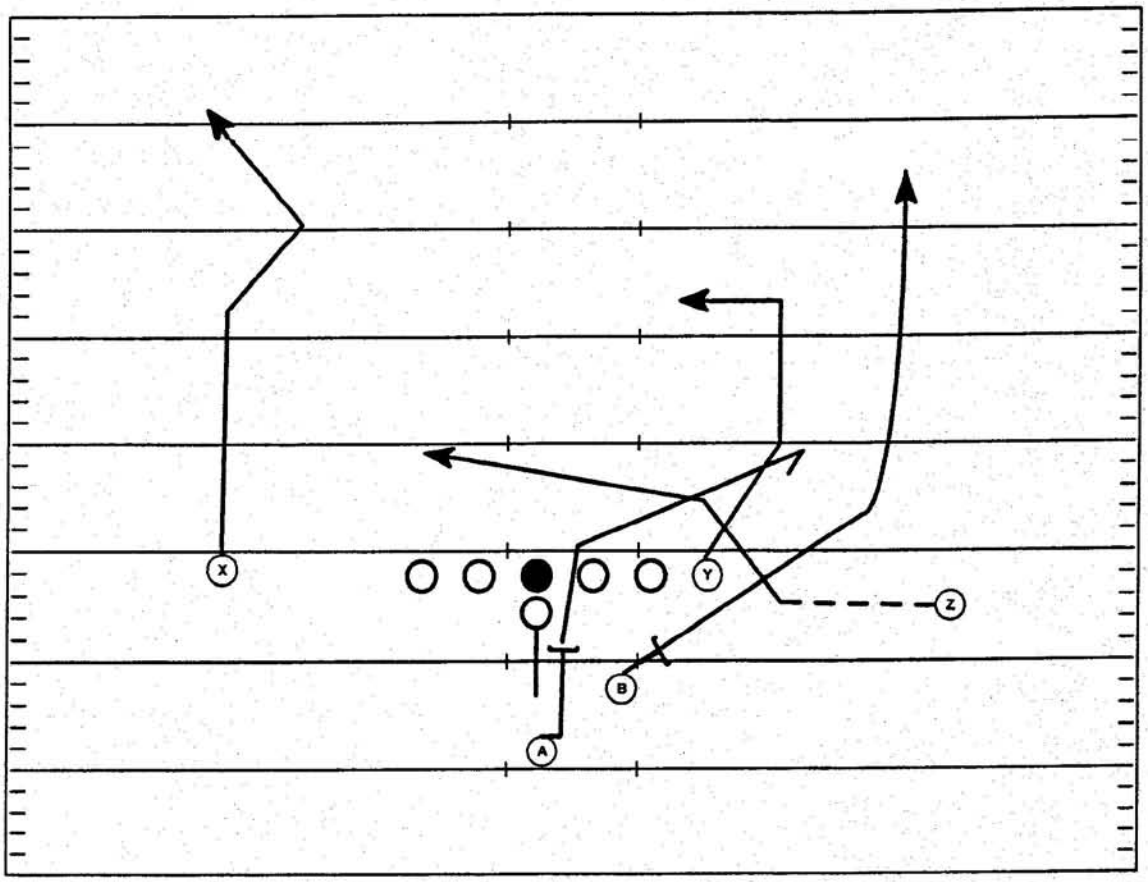
Z: Execute Semi - Normal Conversions.

Y: Execute Middle Read.

A: Execute Play Fake, Check Protection, N/T Execute Stop Route.

B: Block Protection - N/T - Execute Checkdown.

0/1 STRONG ZHF 146/7 X K - Z LEVEL



QB: COACHING POINT: 7 Stwep Play Action across the board Progression X-Z-Y-A.

X: Execute K Route.

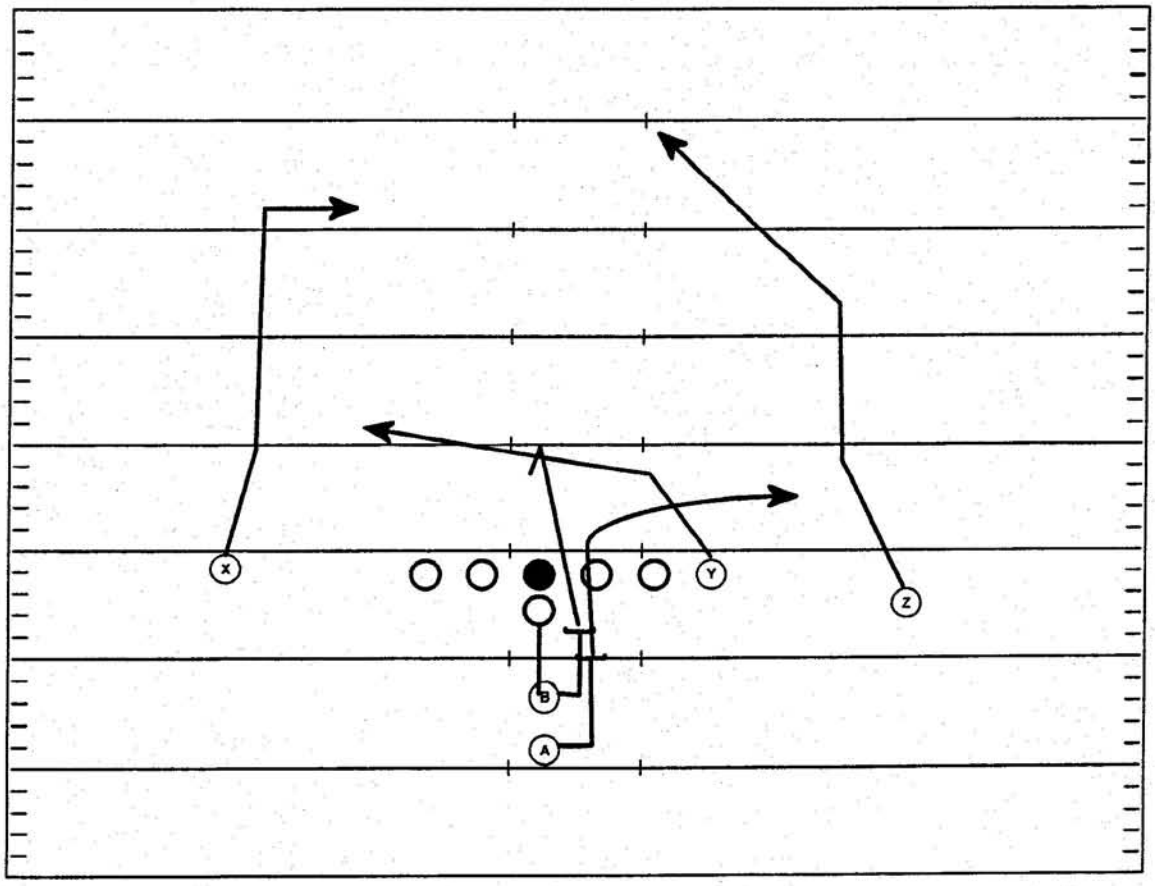
Z: Execute Level Route.

Y: Expand - Execute 12 yard In Route.

A: Execute Play Fake, Check Protection, N/T Execute Stop Route.

B: Block Protection - N/T - Execute Go Route.

0/1 142/3 X IN



QB: COACHING POINT: Controlled 7 Step Play Action Progression Read of X-Y-B. Alert for Z on over Post -Vs- FS Depth.

X: Execute 16 yard In Route.

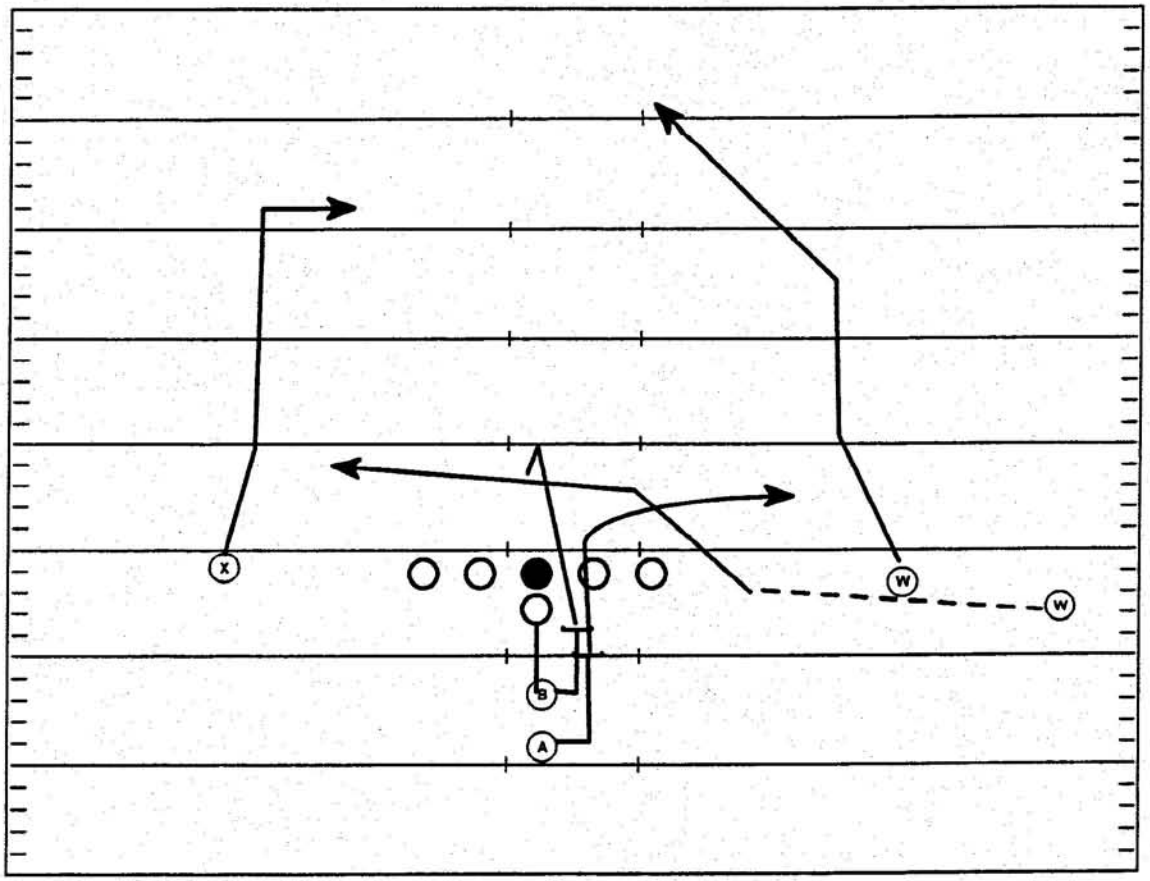
Z: Execute Over Post - No Conversions.

Y: Execute Drag Route.

A: Execute Play Fake, Check Protection, N/T Execute Diagonal Route.

B: Block Protection - N/T - Execute Checkdown.

0/1 SPREAD ZHFLY 142/3 X IN



QB: COACHING POINT: Controlled 7 Step Play Action Progression Read of X-Z-B. Alert for W on Over Post -Vs- FS Depth.

X: Execute 16 yard In Route.

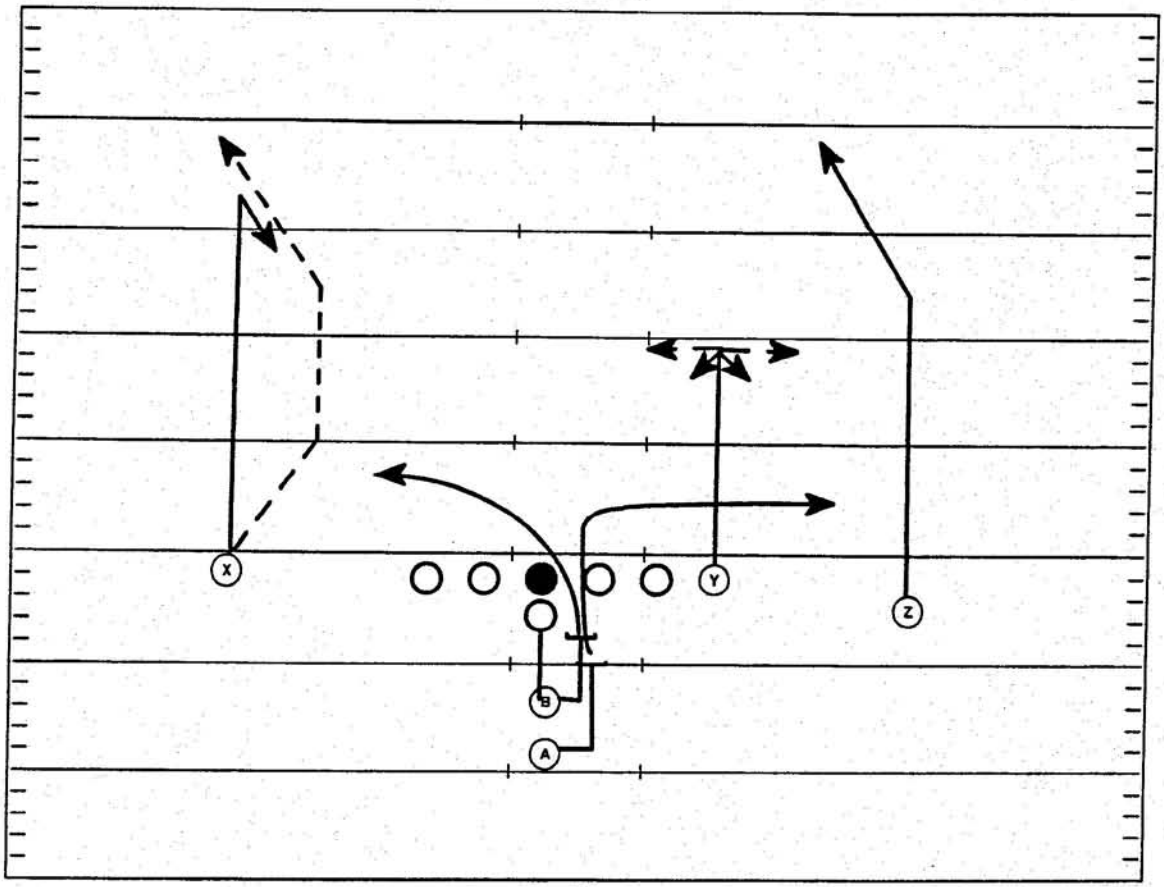
Z: Execute Drag Route.

W: Execute Over Post - No Conversions.

A: Execute Play Fake, Check Protection, N/T Execute Diagonal Route.

B: Block Protection - N/T - Execute Checkdown.

0/1 142/3 Y HOOK Z POST



QB: COACHING POINT: 5 Step Play Action Pass. Progression Read of Y-X-B-A. Alert Z on Post -Vs- Quarters.

X: Execute 16 yard Curl Route - Normal Conversions.

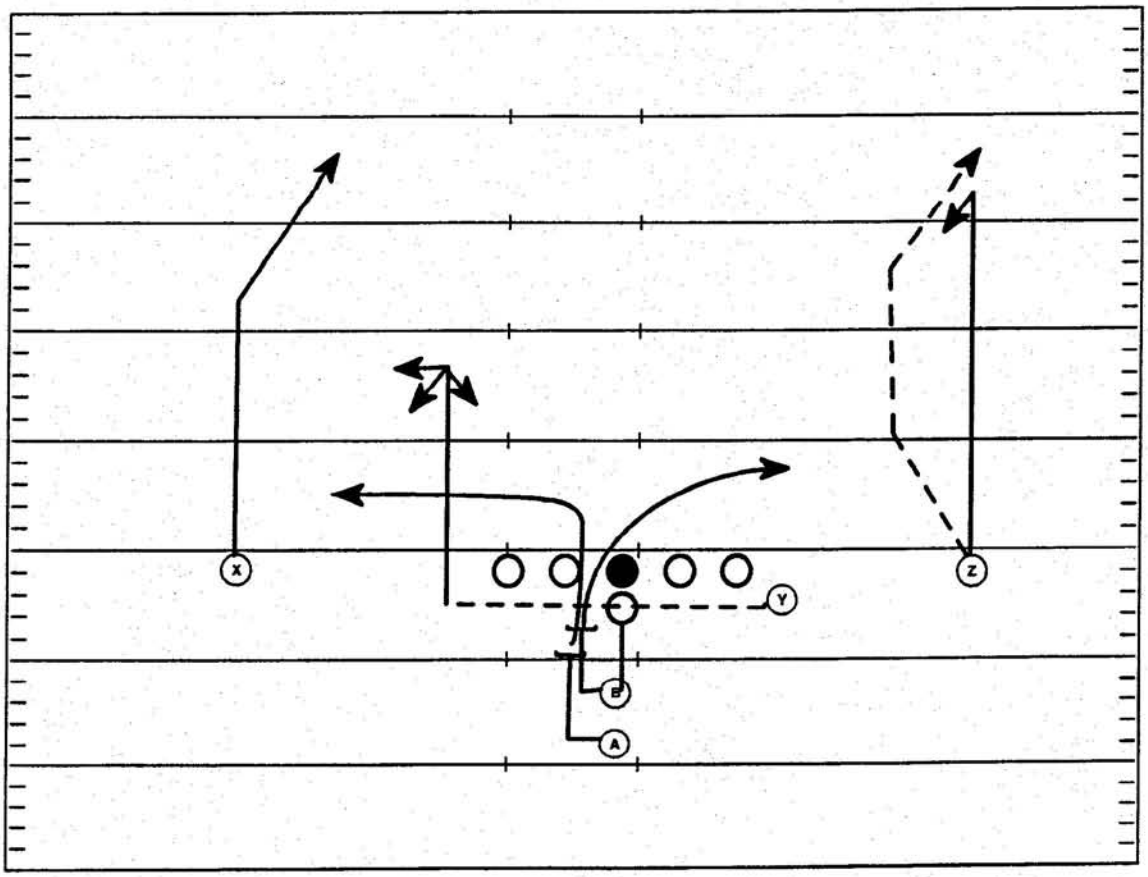
Z: Execute Post Route - Normal Conversions.

Y: Execute 8 yard Hook Route - Find passing lane.

A: Execute Play Fake, Check Protection, N/T Execute Diagonal Route.

B: Block Protection - N/T - Execute Drag.

0/1 OFF Y FLY 143/2 Y HOOK X POST



QB: COACHING POINT: 5 Step Play Action Pass. Progression Read of Y-Z-B-A. Alert X on Post -Vs- Quarters.

X: Execute Post Route - Normal Conversions.

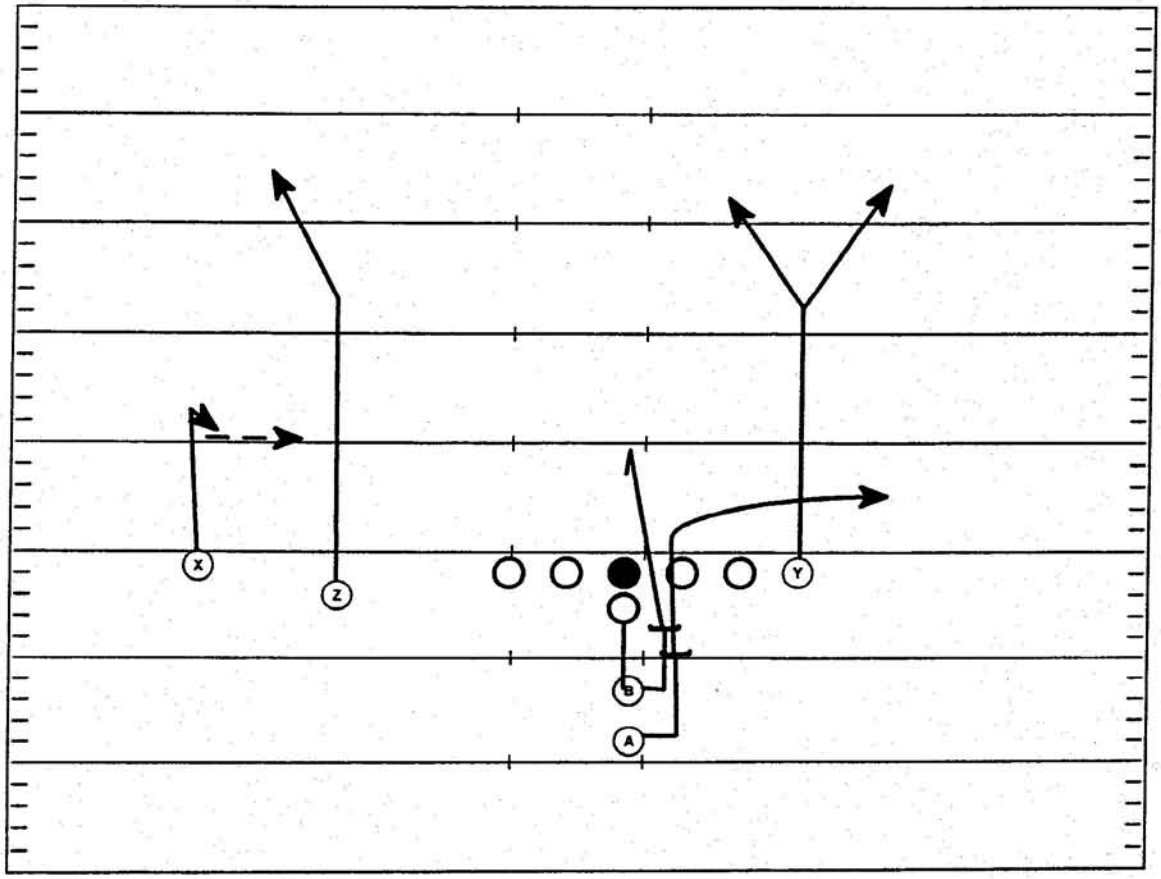
Z: Execute 16 yard Curl Route - Normal Conversions.

Y: Execute 8 yard Hook Route - Find passing lane.

A: Execute Play Fake, Check Protection, N/T Execute Diagonal Route.

B: Block Protection - N/T - Execute Drag.

0/1 SLOT 142/3 Y COP X SMASH



QB: COACHING POINT: 5 Step Play Action Pass. Combo Read off of the movement of the FS. BASE PROGRESSION Z-X-B-or-Y-A-B.

X: Execute 5 Yard Smash Route.

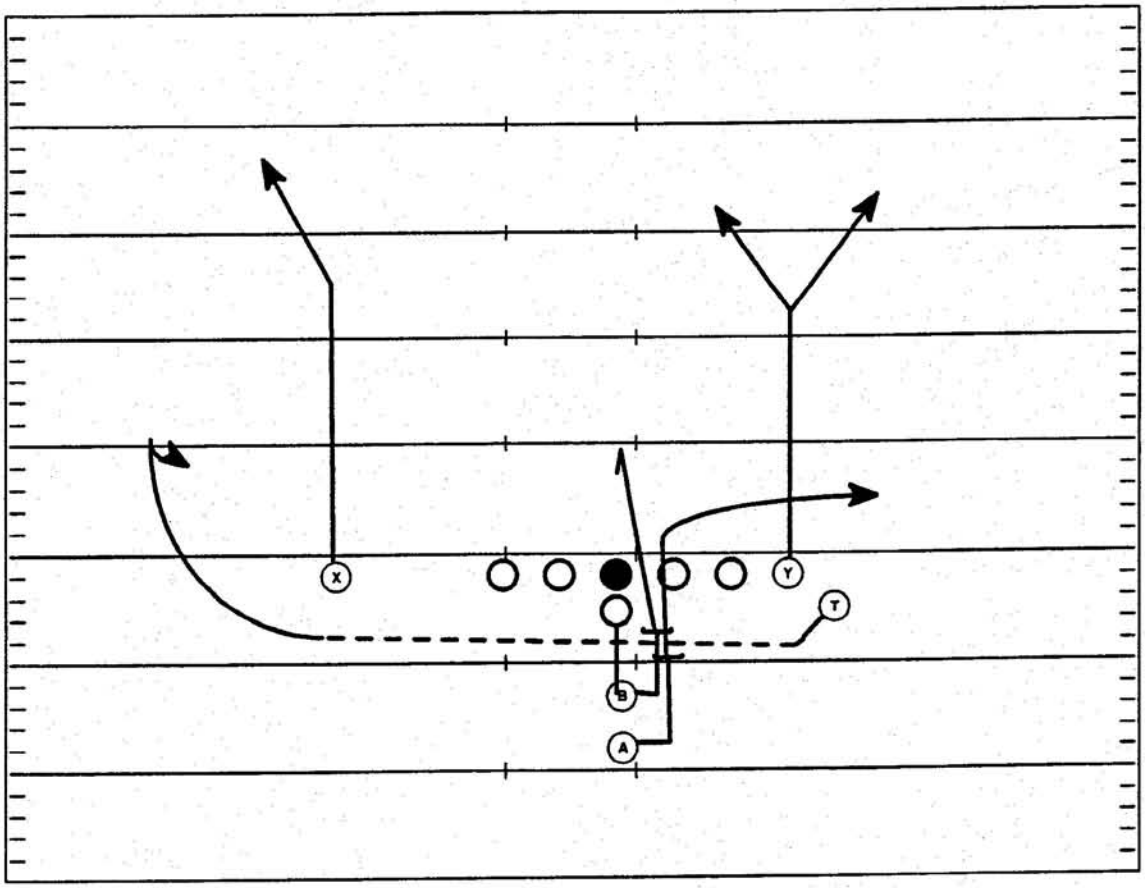
Z: Execute a 12 yard Flag Route.

Y: Execute COP Route - Corner or Post off of the leverage of man over.

A: Execute Play Fake, Check Protection, N/T Execute Diagonal Route.

B: Block Protection - N/T - Execute Checkdown.

0/1 CLOSE T FLY OUTSIDE 142/3 Y COP T SMASH



QB: COACHING POINT: 5 Step Play Action Pass. Combo Read off of the movement of the FS. BASE PROGRESSION X-T-B-or-Y-A-B.

X: Execute Flag Route.

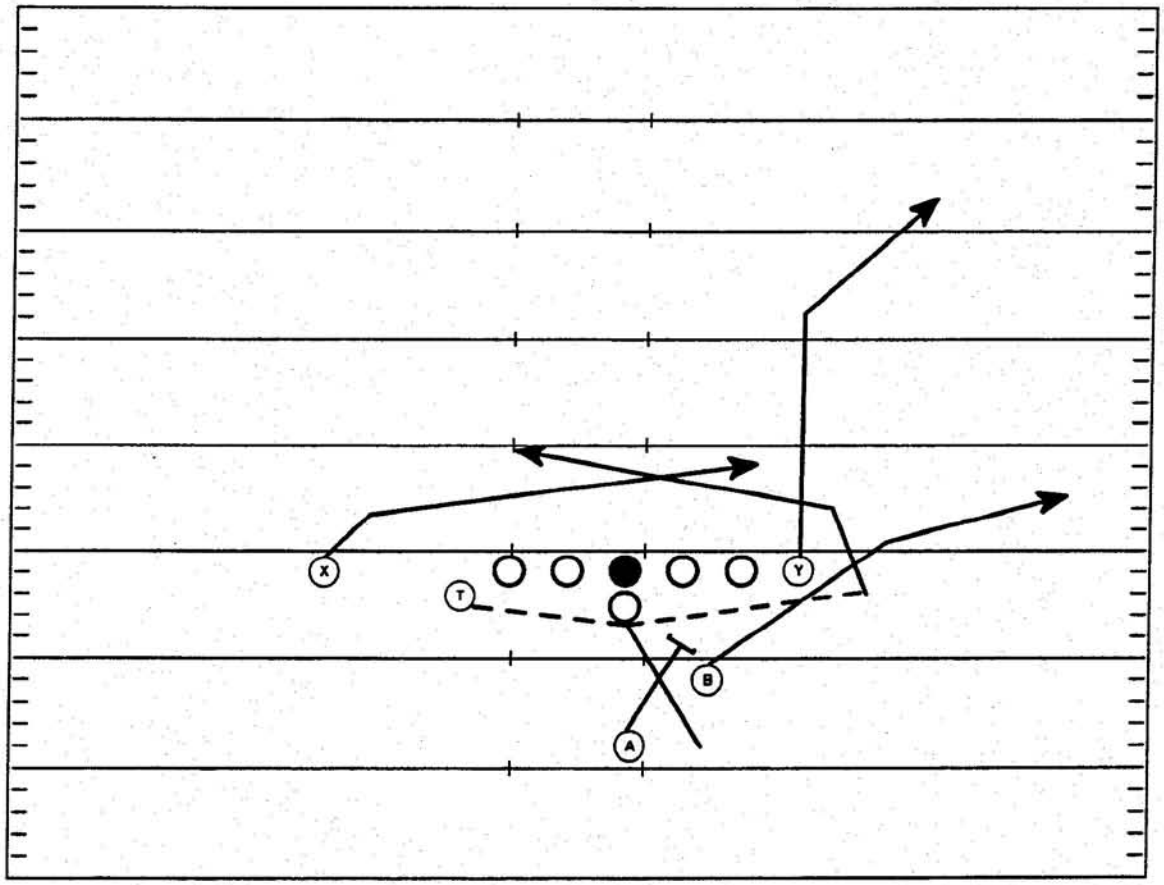
T: Motion directly behind X, Expand and run 5 yard Smash Route.

Y: Execute COP Route - Corner or Post off of the leverage of man over.

A: Execute Play Fake, Check Protection, N/T Execute Diagonal Route.

B: Block Protection - N/T - Execute Checkdown.

TMO TO 0/1 STR CLOSE 136/7 KD Y FLAG T/X CROSS



QB: COACHING POINT: 5 Step Play Action Pass. BASE PROGRESSION B-Y-X
X: Execute Cross Route.

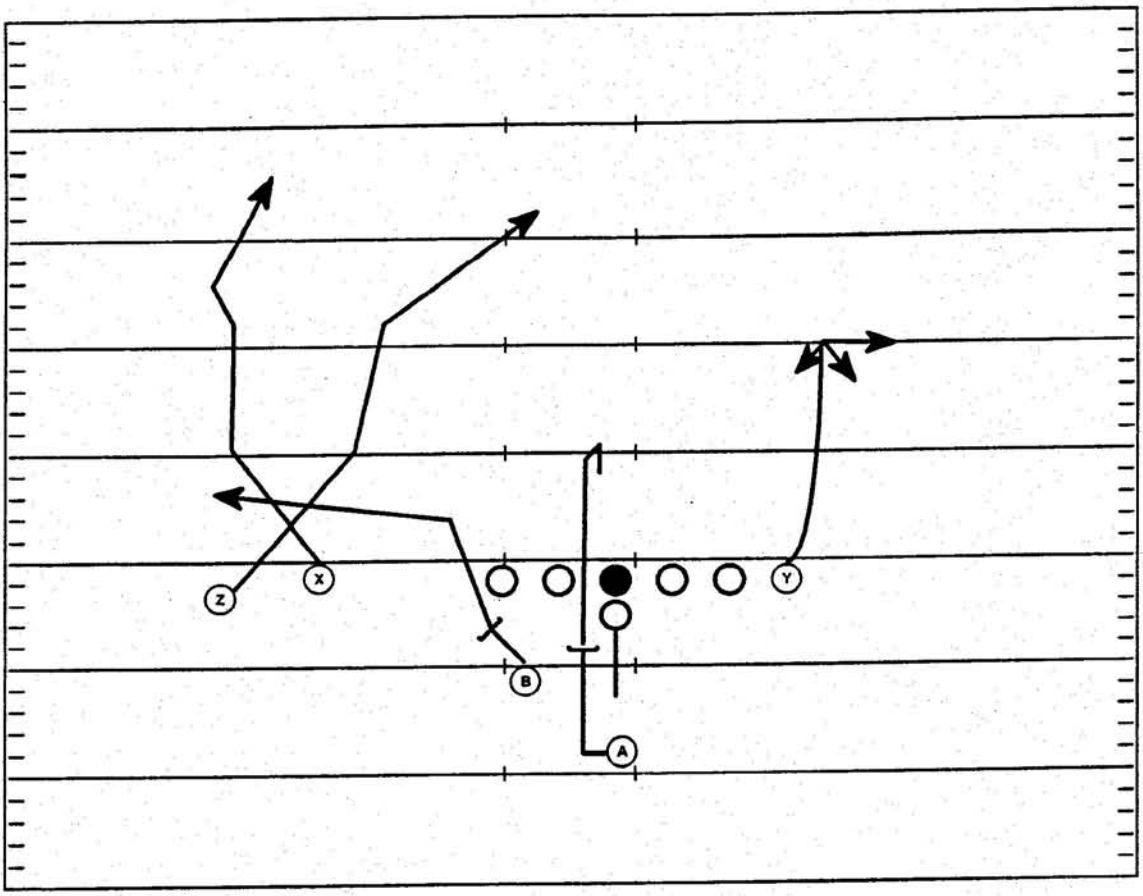
T: Execute Cross Route.

Y: Execute Flag Route.

A: Execute Protection.

B: Execute Bluff Arrow.

0/1 WK SLOT 147/6 X TOPPER Y HOOK



QB: COACHING POINT: 5 Step Play Action Progression Read of X-B-A.
(Alert Y-A -Vs- 2 Squat)

X: Execute Topper Route.

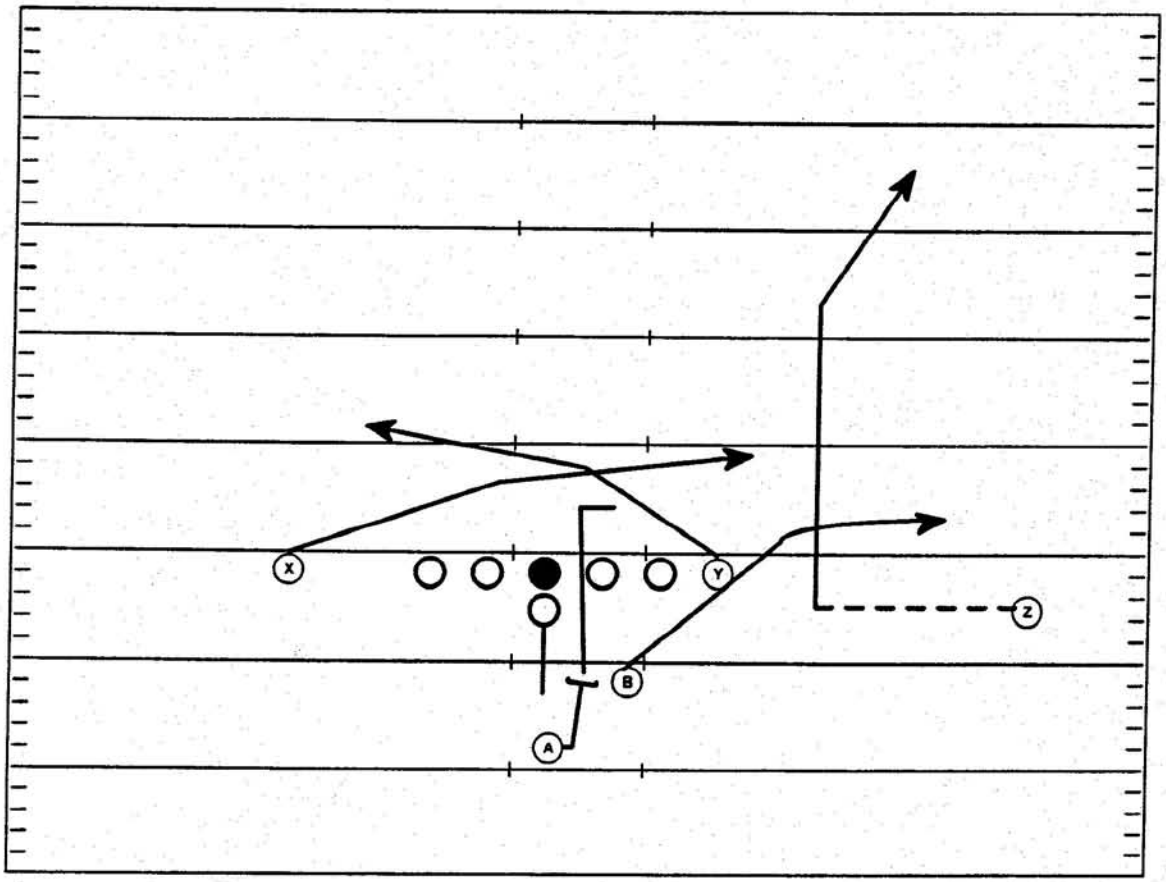
Z: Execute Inside Post.

Y: Execute 8 yard Hook Route.

B: Execute Play Fake, Check Protection, N/T Execute Diagonal Route.

A: Block Protection - N/T - Execute Checkdown.

0/1 STRONG ZHF 136/7 DUAL SEMI Z FLAG Y/X CROSS



QB: COACHING POINT: 5 Step Play Action Pass. Progression Read of Z to B to X.

PROGRESSION: 1. Z 2. B 3. X

X: Execute Crossing Route.

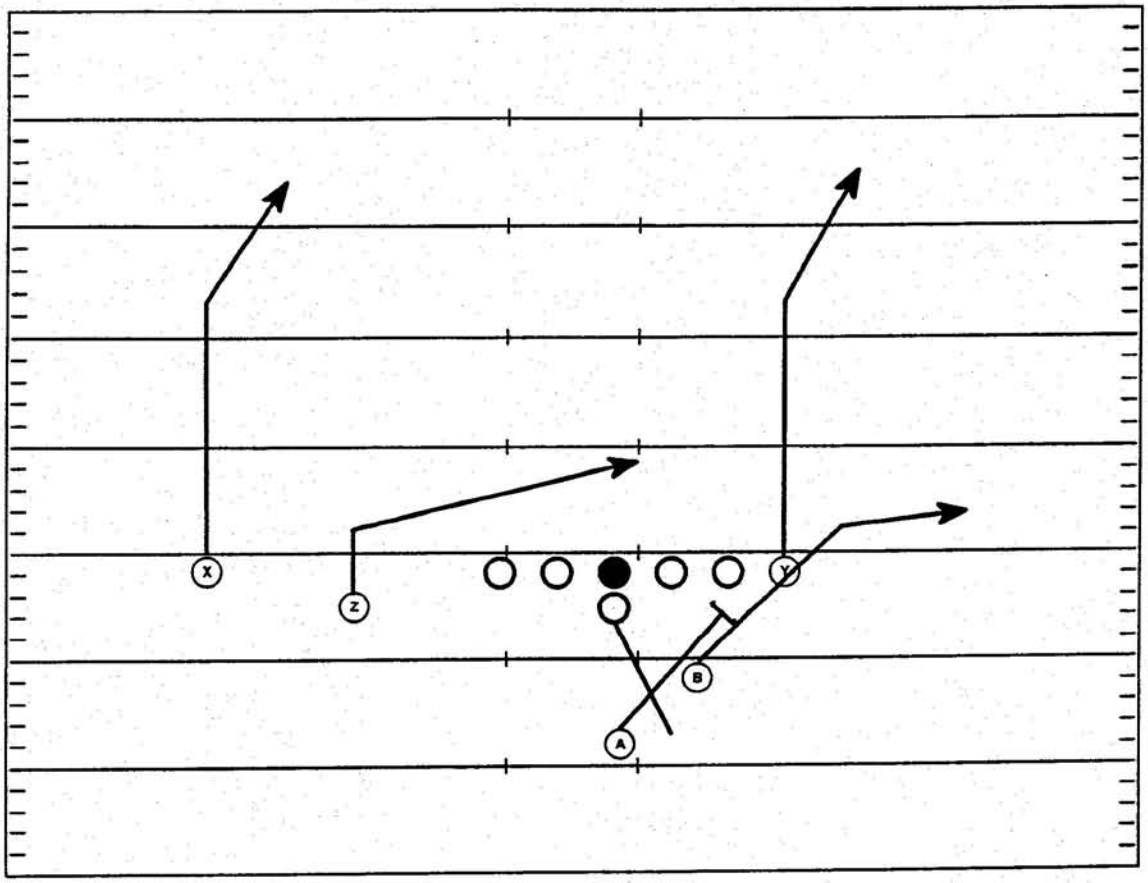
Z: Execute 12 yard Flag Route.

Y: Execute Crossing Route - over the top of X.

A: Play Fake - Check Protection - N/T Execute Leak Route.

B: Free Release - Execute Diagonal Route.

0/1 STRONG SLOT R 136/7 KNOCKDOWN Y FLAG



QB: COACHING POINT: 5 Step Play Action Pass. Progression Read Y to B to Z.

PROGRESSION: 1. Y 2. B 3. Z

X: Execute Post Route.

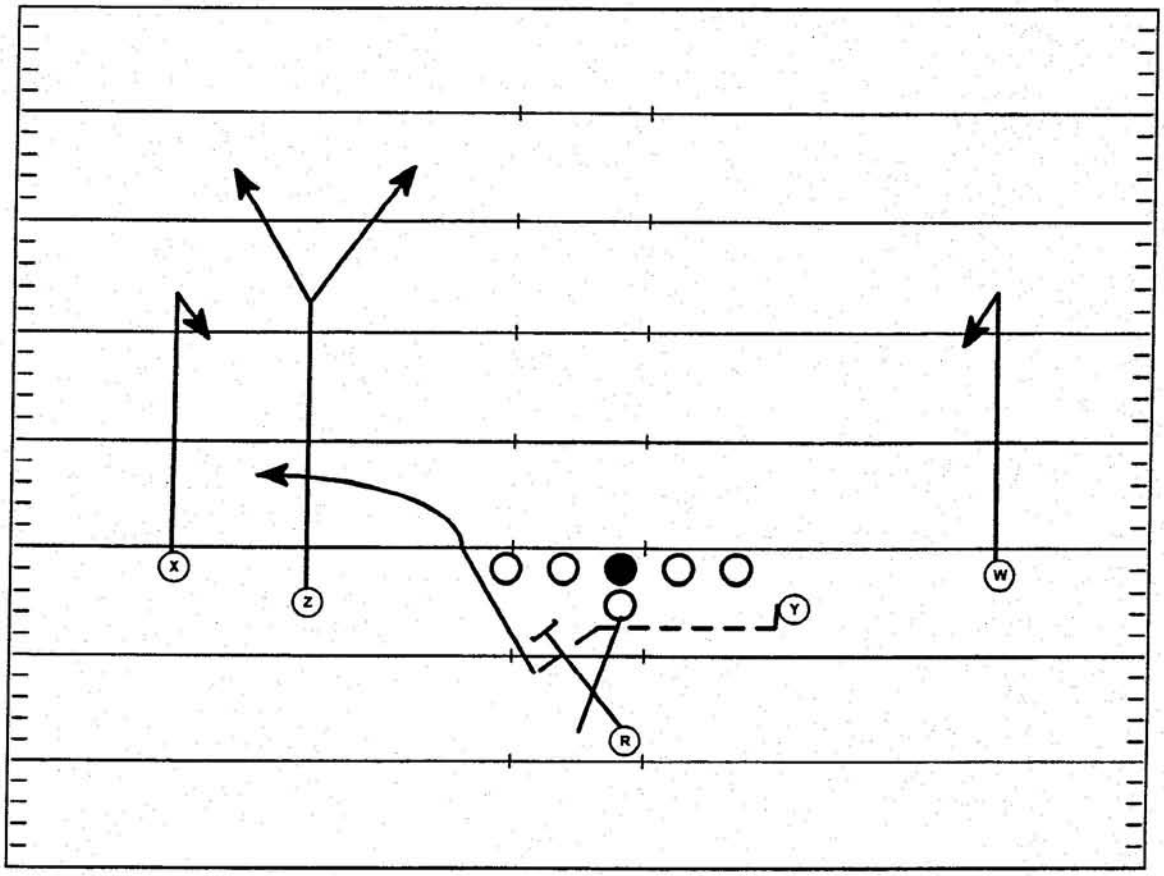
Z: Execute 5 yard Crossing Route.

Y: Execute 12 yard Flag Route.

A: Block Protection.

B: Free Release - Execute Arrow Route.

0/1 OFF SLOT WIDE Y FLY R 137/6 K.D Z CHOICE



QB: COACHING POINT: 5 Step Play Action Base Progression of X-Y. Be Alert to Corner for Possible Flag Throw.

X: Execute Semi Curl Route.

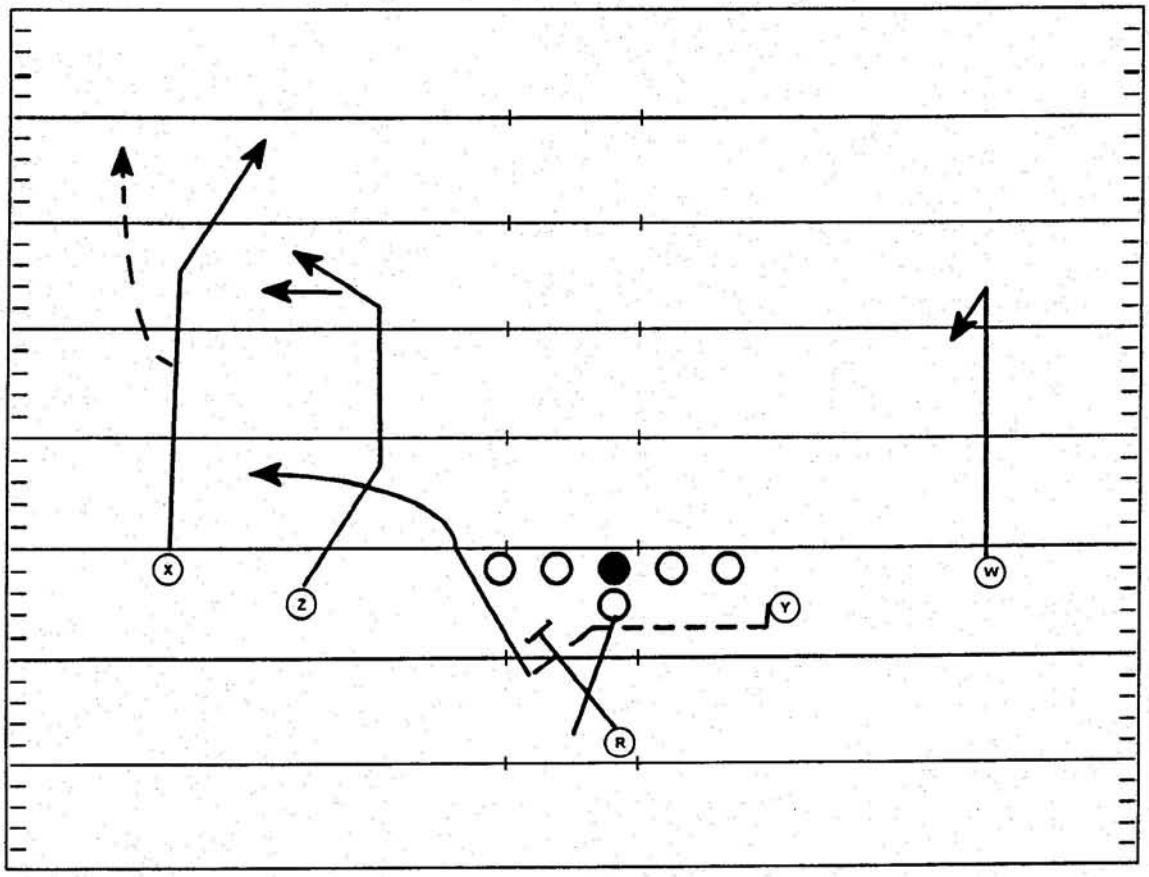
Z: Execute Choice Route.

Y: Execute Diagonal Route.

W: Execute Semi Curl Route.

R: Block Protection.

0/1 SLOT WIDE Y FLY R 137/6 K.D Z SAIL



QB: COACHING POINT: 5 Step Play Action Base Progression of X-Z-Y. Be Alert to full flow for W 1 on 1.

X: Execute Sail Post Route - Normal Conversions.

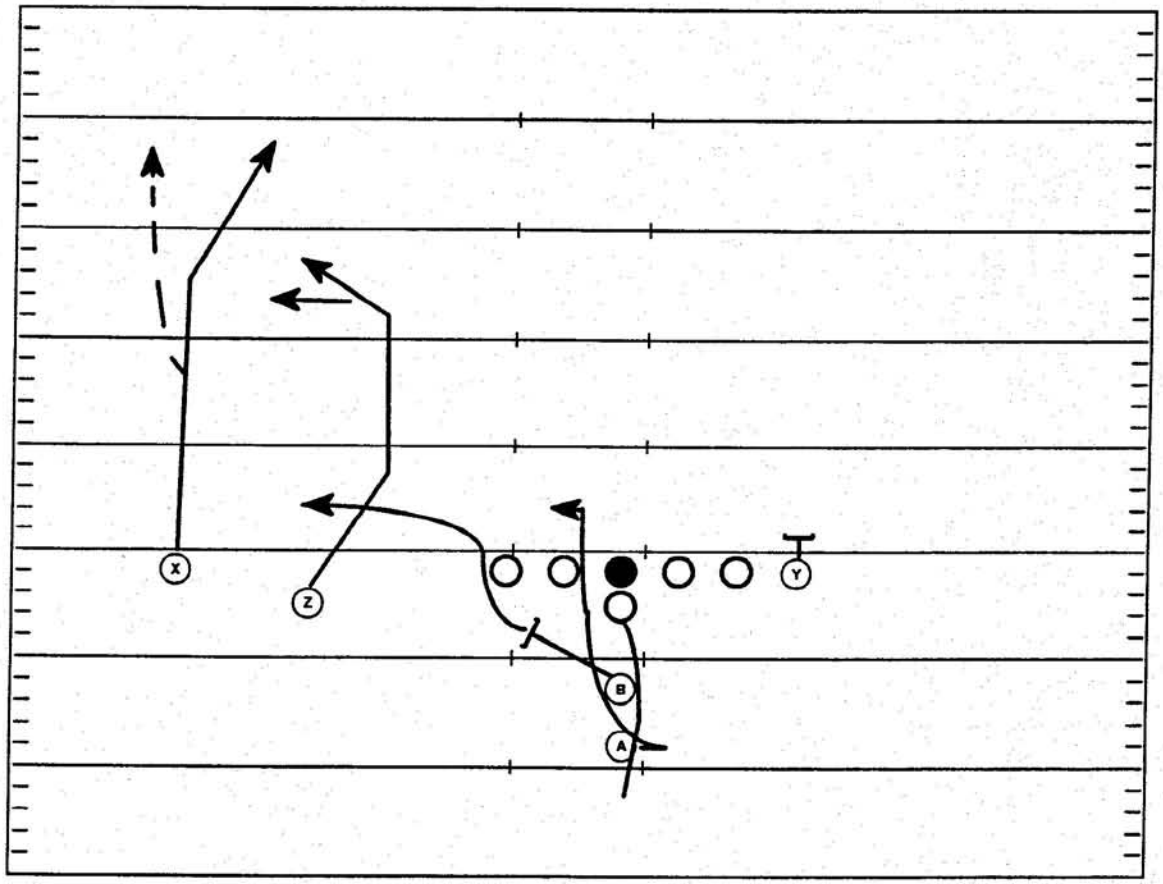
Z: Execute Sail Route.

Y: Execute Diagonal Route.

W: Execute Semi Curl Route.

R: Block Protection.

0/1 SLOT R.B. 105/4 Z SAIL



QB: COACHING POINT: 7 Step Play Action Pass. Set Point Behind Center. Base Progression Z-B-A. Alert X on Post Vs- Quarters.

X: Execute Sail Post Route - Normal COnversions.

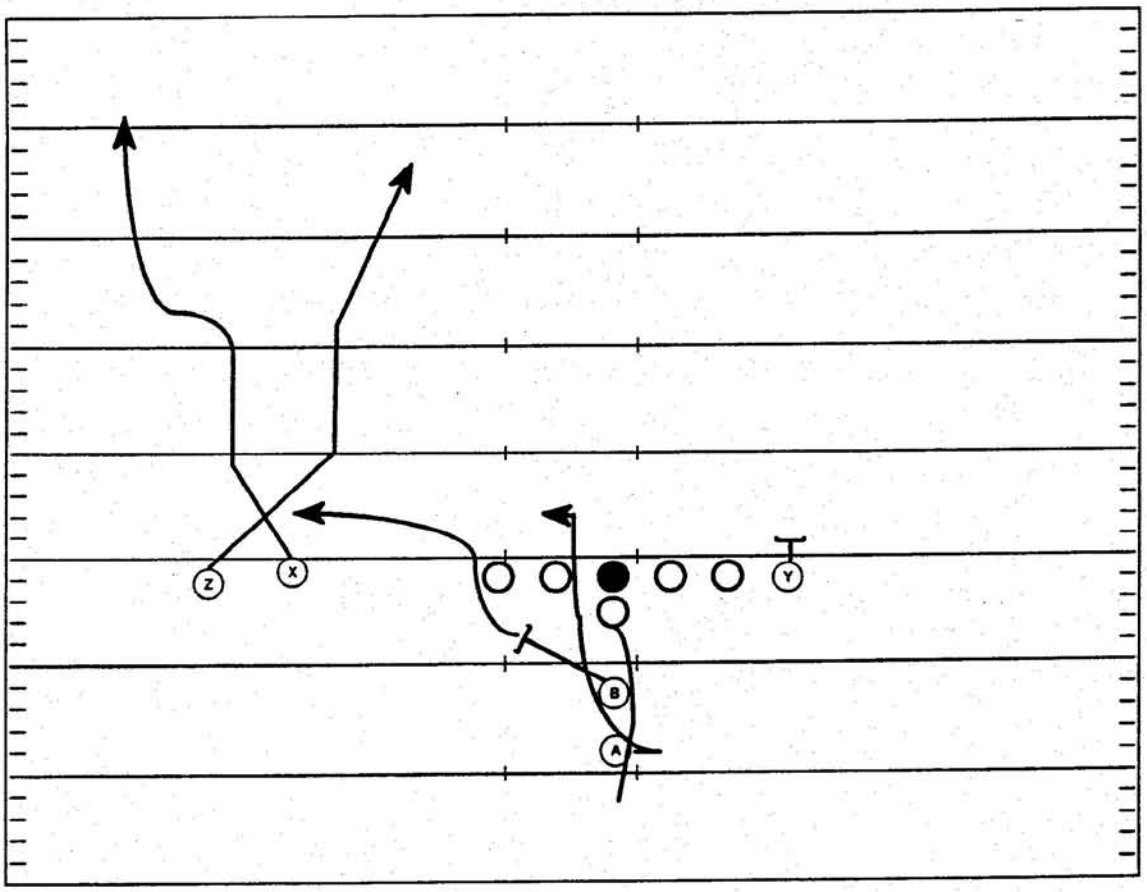
Z: Execute Sail Route.

Y: Block Protection.

A: Block Protection - N/T Execute Leak Route.

B: Block Protection - N/T Execute Diagonal Route.

0/1 SLOT R.B 105/4 X OUT GO



QB: COACHING POINT: 7 Step Play Action Pass. Set Point Behind Center. Base Progression X-B-A.

X: Execute Out Go Route.

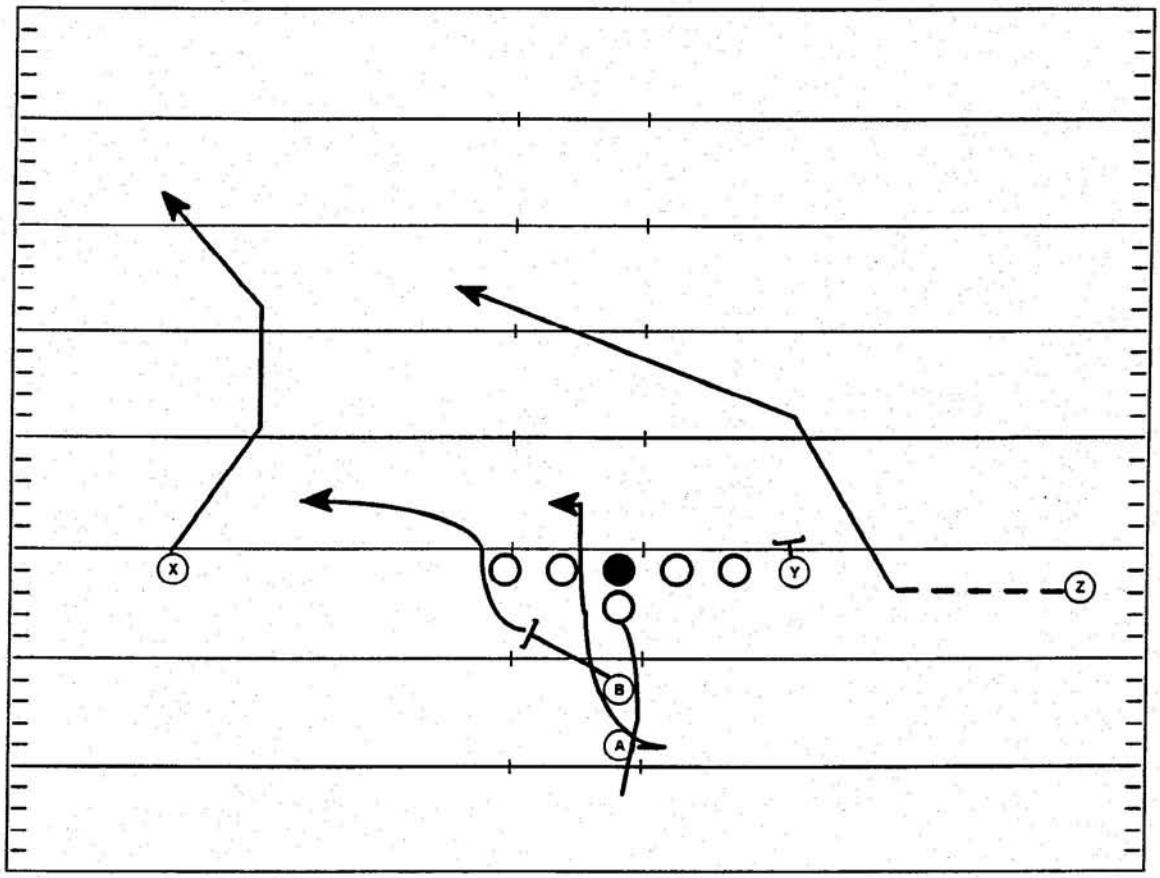
Z: Execute Inside Post Route.

Y: Block Protection.

A: Block Protection - N/T Execute Leak Route.

B: Block Protection - N/T Execute Diagonal Route.

0/1 Z H FLY R.B. 105//4 X Q Z OVER



QB: COACHING POINT: 7 Step Play Action Pass. Set Point Behind Center. Base Progression X-Z-B-A.

X: Execute Q Route.

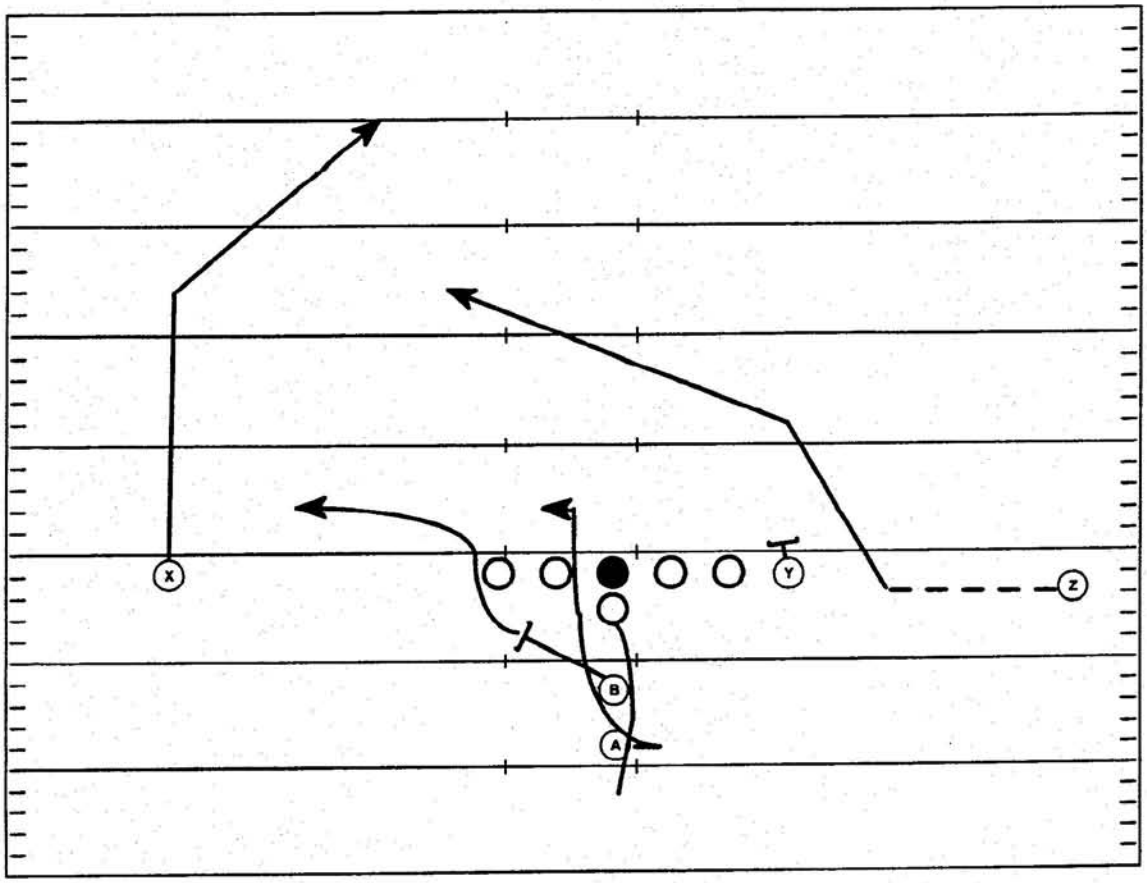
Z: Execute Over Route - 16 yards depth at the numbers.

Y: Block Protection.

A: Block Protection - N/T Execute Leak Route.

B: Block Protection - N/T Execute Diagonal Route.

0/1 Z H FLY R.B. 105//4 Z OVER



QB: COACHING POINT: 7 Step Play Action Pass. Set Point Behind Center. Base Progression X-Z-B-A.

X: Execute Over Post Route.

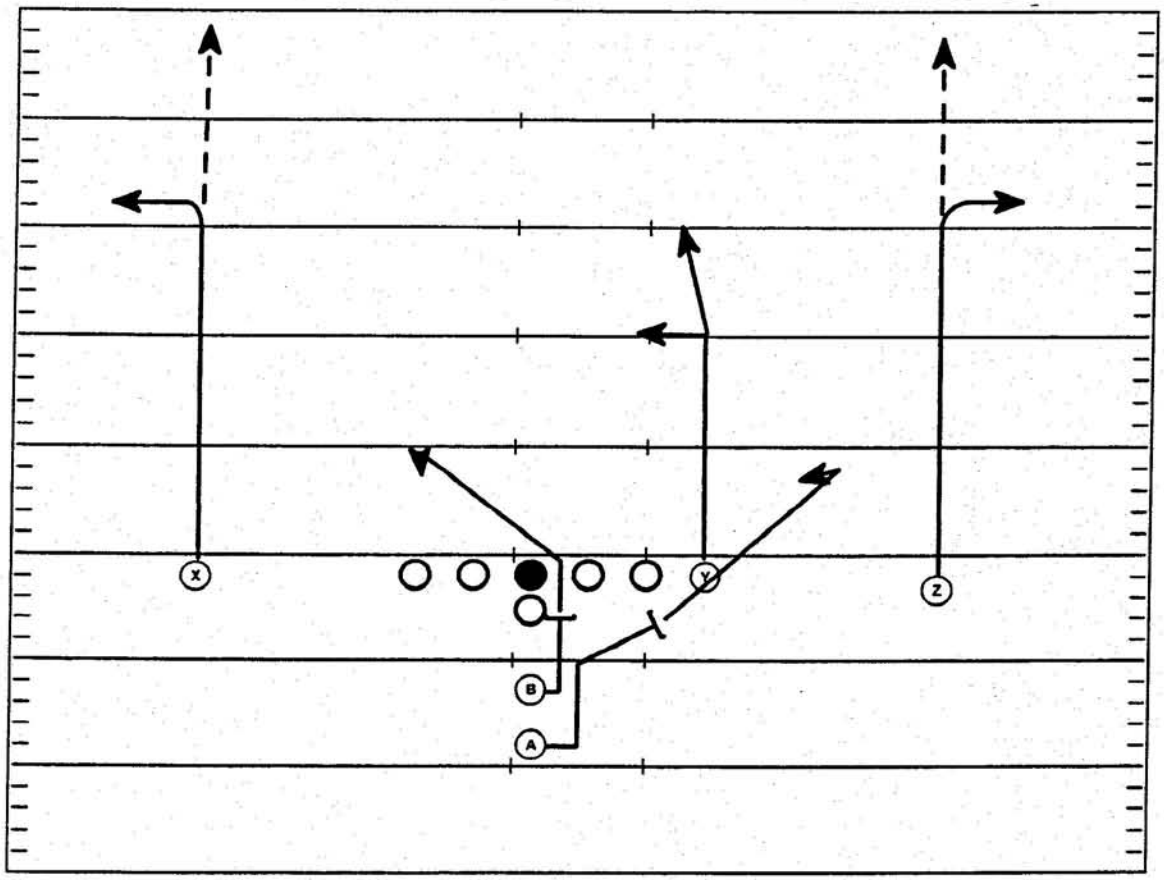
Z: Execute Over Route - 16 yards depth at the numbers.

Y: Block Protection.

A: Block Protection - N/T Execute Leak Route.

B: Block Protection - N/T Execute Diagonal Route.

0/1 142/3 OUT (SEMI GO)



QB: COACHING POINT: 5 Step Rhythm throw -Vs- Off Corner.
-Vs- Cover 2 make a good fake and read Y-Z-A

X: Execute 16 yard Out Route.

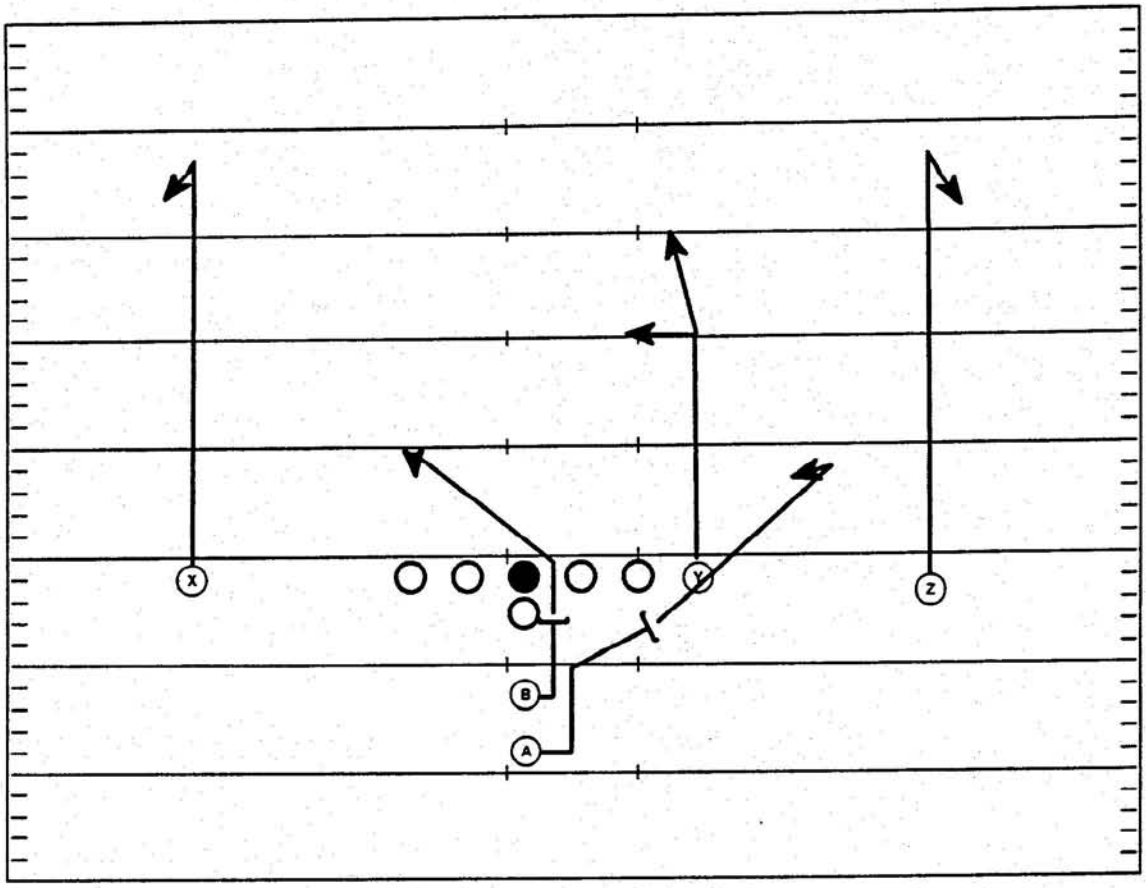
Z: Execute 16 yard Out Route.

Y: Execute Middle Read.

A: Play Fake - Block Protection - N/T Execute Stop Route.

B: Play Fake - Block Protection - N/T Execute Checkdown Route.

0/1 R 142/3 COMEBACK



QB: COACHING POINT: 5 to 7 Step Play action Throw -Vs- Off Corner. Set point is behind the center. vs Cover 2 go Y-Z-B. Vs. Single High reade away from rotation, X/Z - Y - B/A

X: Execute 18 yard Comeback Route - Normal Conversions.

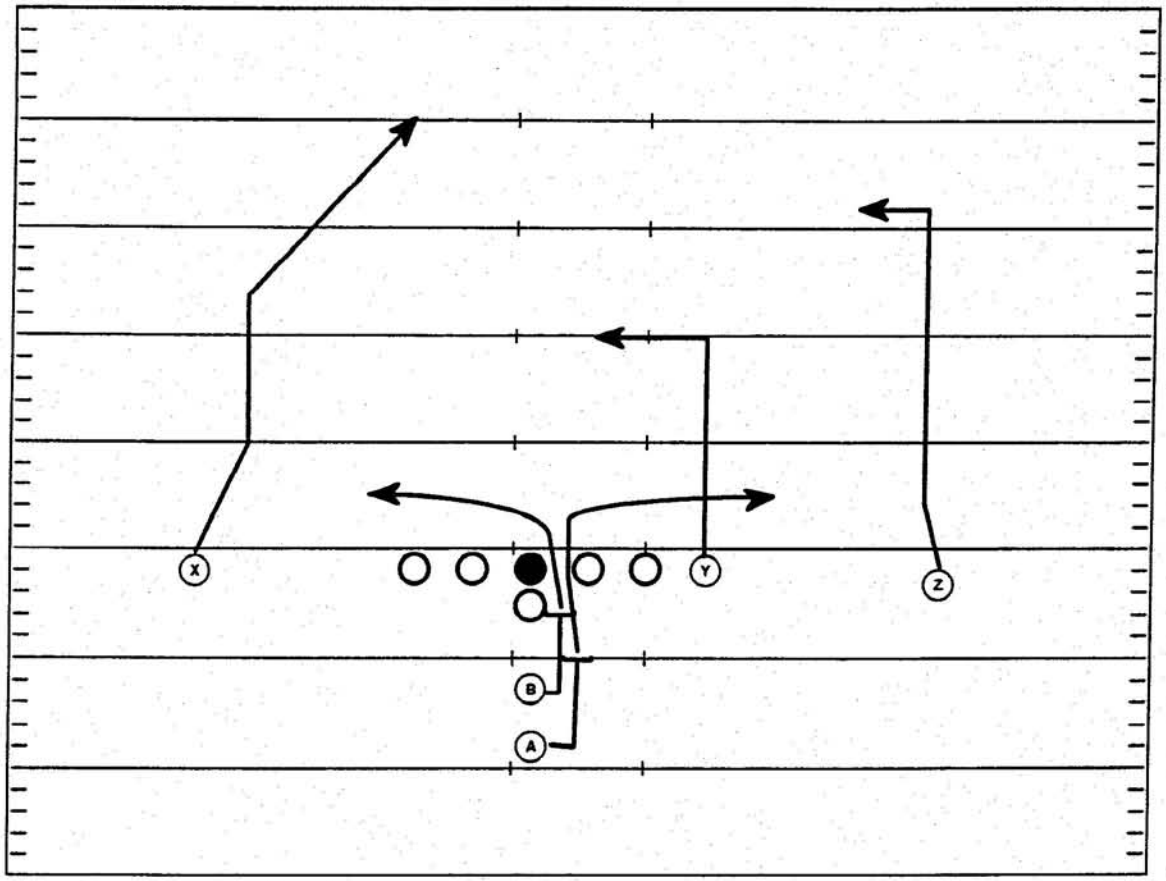
Z: Execute 18 yard Comeback Route - Normal Conversions.

Y: Execute Middle Read.

A: Play Fake - Block Protection - N/T Execute Stop Route.

B: Play Fake - Block Protection - N/T Execute Checkdown Route.

0/1 142/3 DIG



QB: COACHING POINT: Controlled 7 Step Play-action. Base Progression Read of Y-Z-A-B. (alert for X on Over Post Vs. SS Depth)

X: Execute Over Post Route - No Conversions.

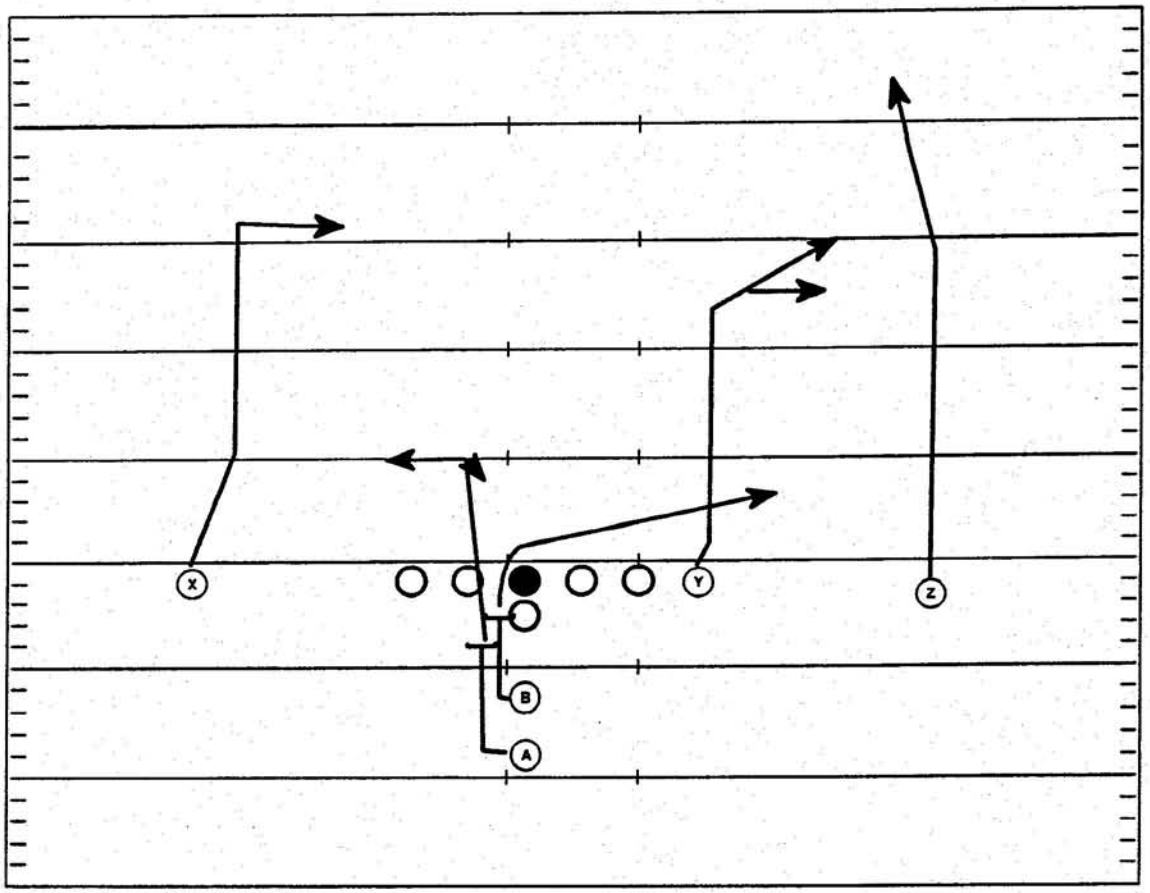
Z: Execute 16 yard In Route.

Y: Execute 10 yard In Route.

A: Play Fake - Block Protection - N/T Execute Diagonal Route.

B: Play Fake - Block Protection - N/T Execute Drag Route.

0/1 143/2 Y SAIL X IN



QB: COACHING POINT: Controlled 7 Step Play-action. Combo Pattern.
Vs- Cover 2 Progresion Read of X-A.
Vs- Single High or Cover 0, progression Read of Z-Y-B.

X: Execute 16 yard In Route.

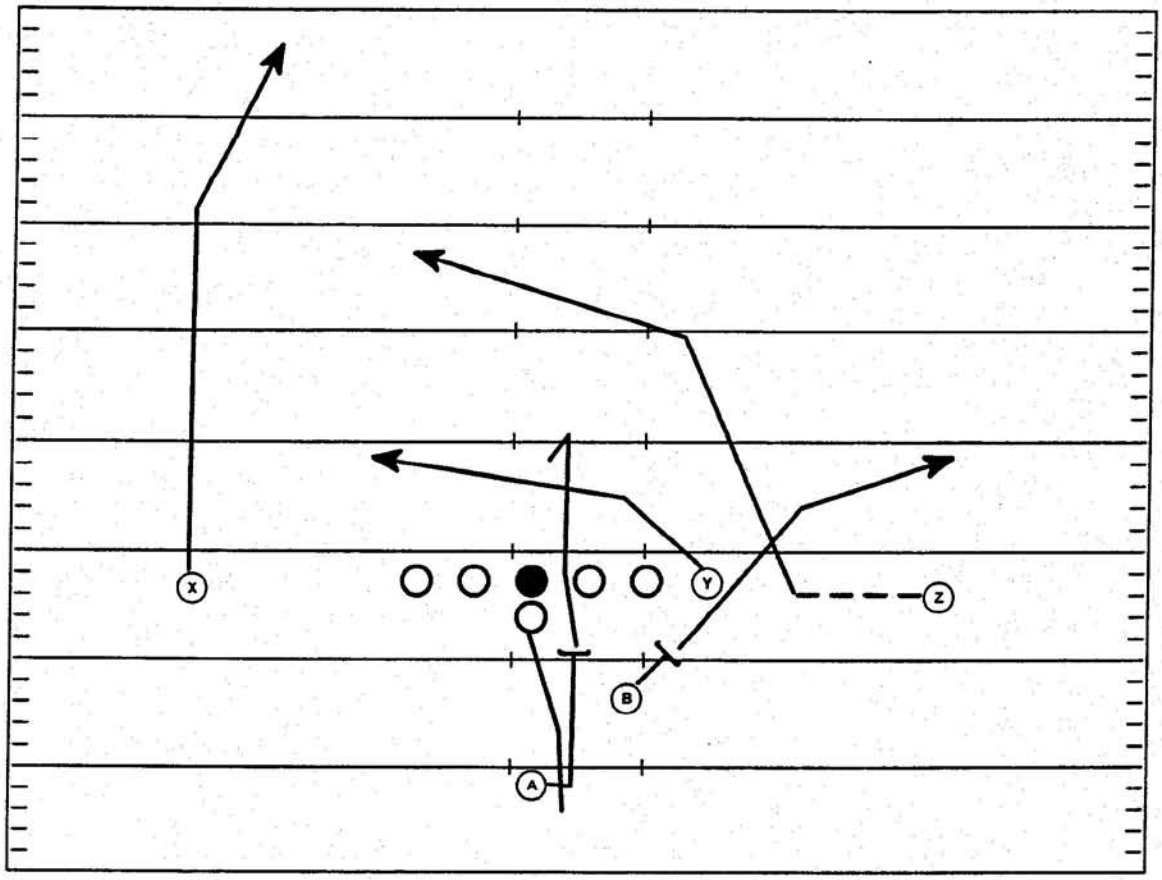
Z: Execute Sail Post.

Y: Execute Sail Route.

A: Play Fake - Block Protection - N/T Execute Option Route.

B: Play Fake - Block Protection - N/T Execute Drag Route.

0/1 STRONG ZHFLY 146/7 Z DOVER



QB: COACHING POINT: Controlled 7 Step Play-action.
Base Progression Read of Z-Y-A.

X: Execute Sail Post.

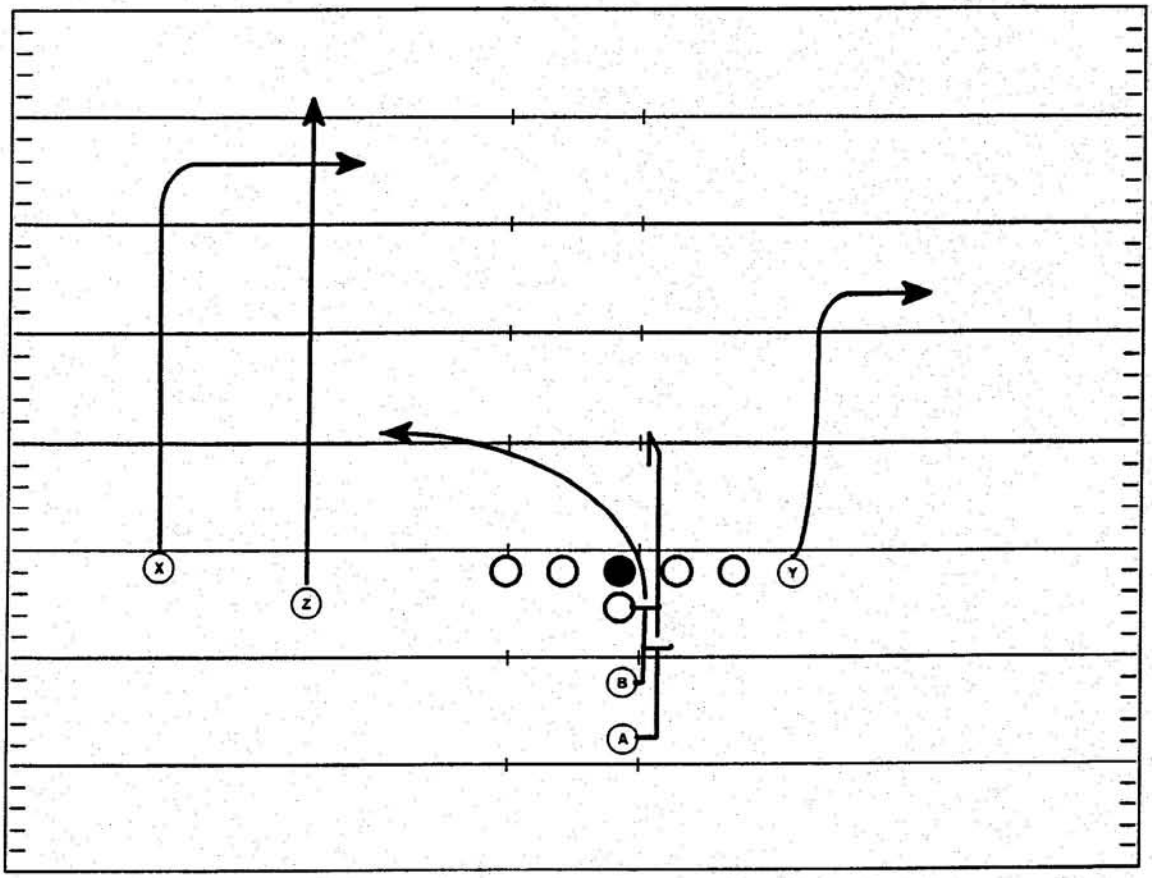
Z: Execute Deep Over Route. (16 yards at opposite numbers)

Y: Execute Drag Route.

A: Play Fake - Block Protection - N/T Execute Checkdown Route.

B: Play Fake - Block Protection - N/T Execute Diagonal Route.

0/1 SLOT 142/3 Y OUT X PIN



QB: COACHING POINT: 7 Step Play-Action Pass Base Progression of X-B-A.

X: Execute 18 yard In Route.

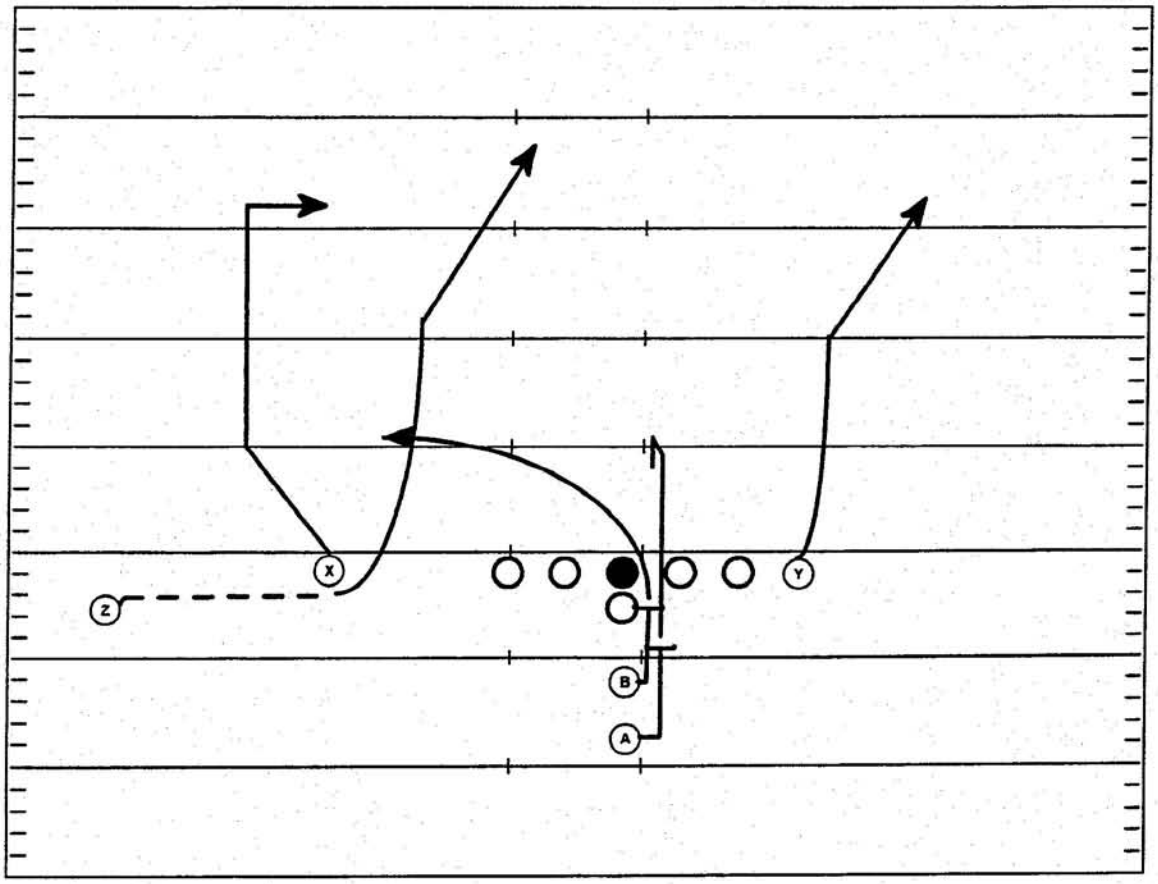
Z: Execute a Seam Route.

Y: Execute 12 yard Out Route.

A: Play Fake - Block Protection - N/T Execute Checkdown Route.

B: Play Fake - Block Protection - N/T Execute Drag Route.

0/1 TWINS ZHMO 142/3 Y FLAG X PIN



QB: COACHING POINT: 7 Step Play-Action Pass Base Progression of X-B-A.

X: Execute 16 yard In Route. (Expand)

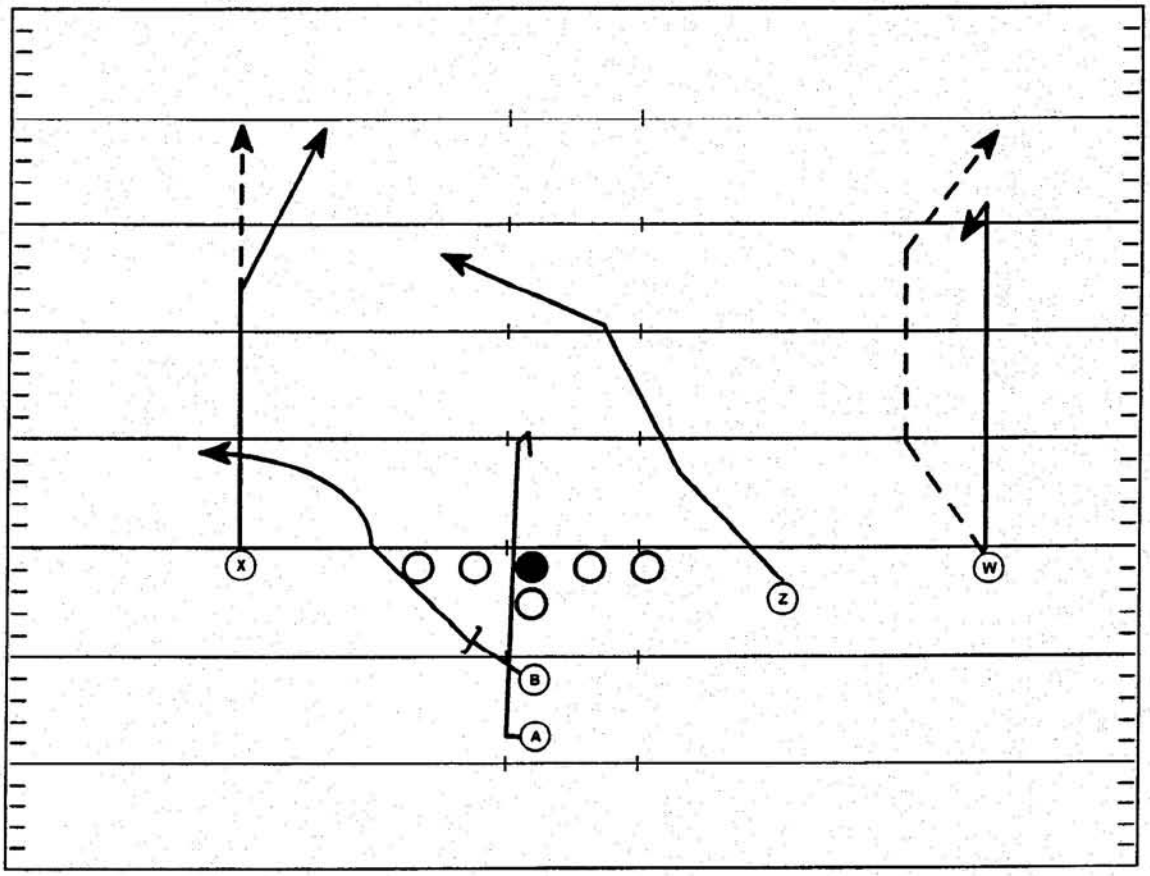
Z: Execute a Seam Route.

Y: Execute 12 yard Flag Route.

A: Play Fake - Block Protection - N/T Execute Checkdown Route.

B: Play Fake - Block Protection - N/T Execute Drag Route.

0/1 SPREAD 147/6 Z CROSS



QB: COACHING POINT: Controlled 7 Step Play Action.
Base Progression Read of Z-B-A. (Alert W 1on 1 for Curl)

X: Execute Sail Post.

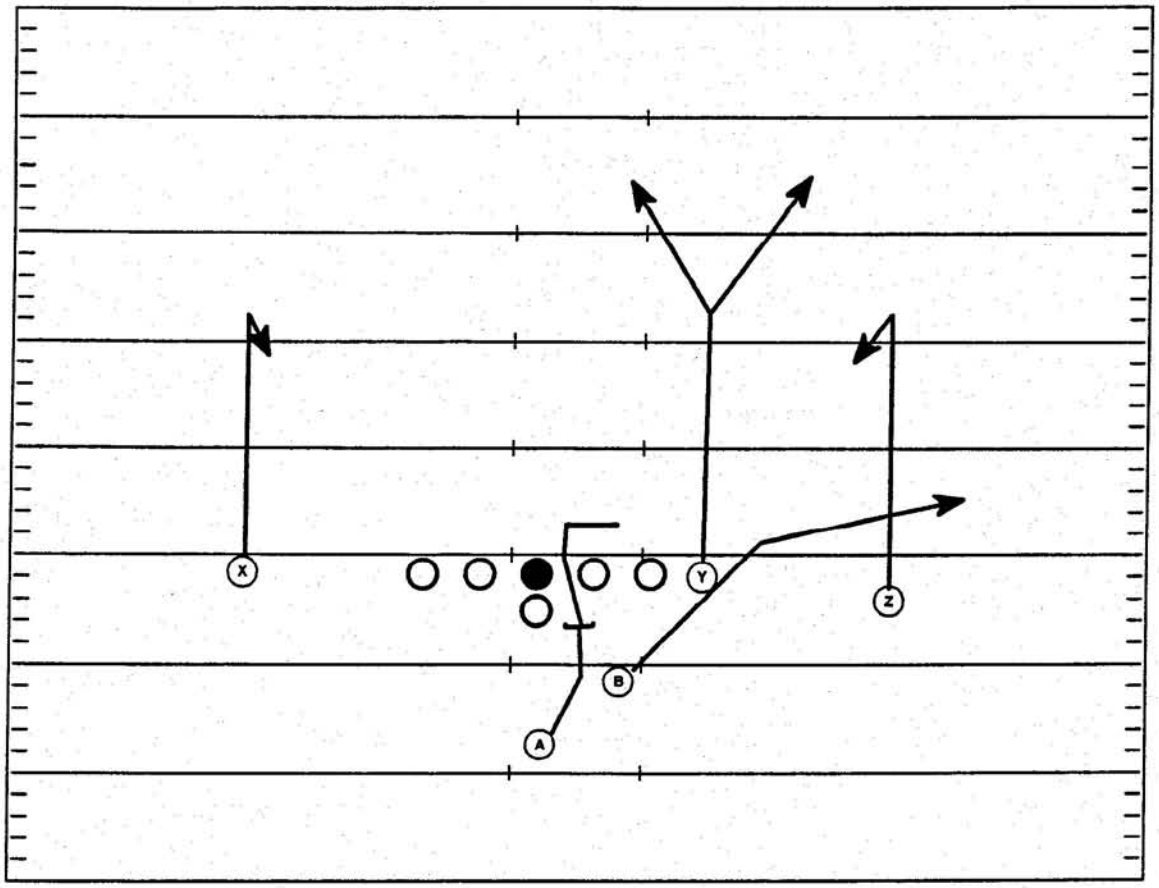
Z: Execute a Over Route.

W: Execute 16 yard Curl Route.

A: Play Fake - Block Protection - N/T Execute Checkdown Route.

B: Block Protection - N/T Execute Diagonal Route.

0/1 STRONG R 136/7 DUAL SEMI Y CHOICE



QB: COACHING POINT: 5 Step drop play action. Set Point behind guard. Progression Read of Z-B-A. Alert to Y vs. Cover 2.

X: Execute Semi Curl.

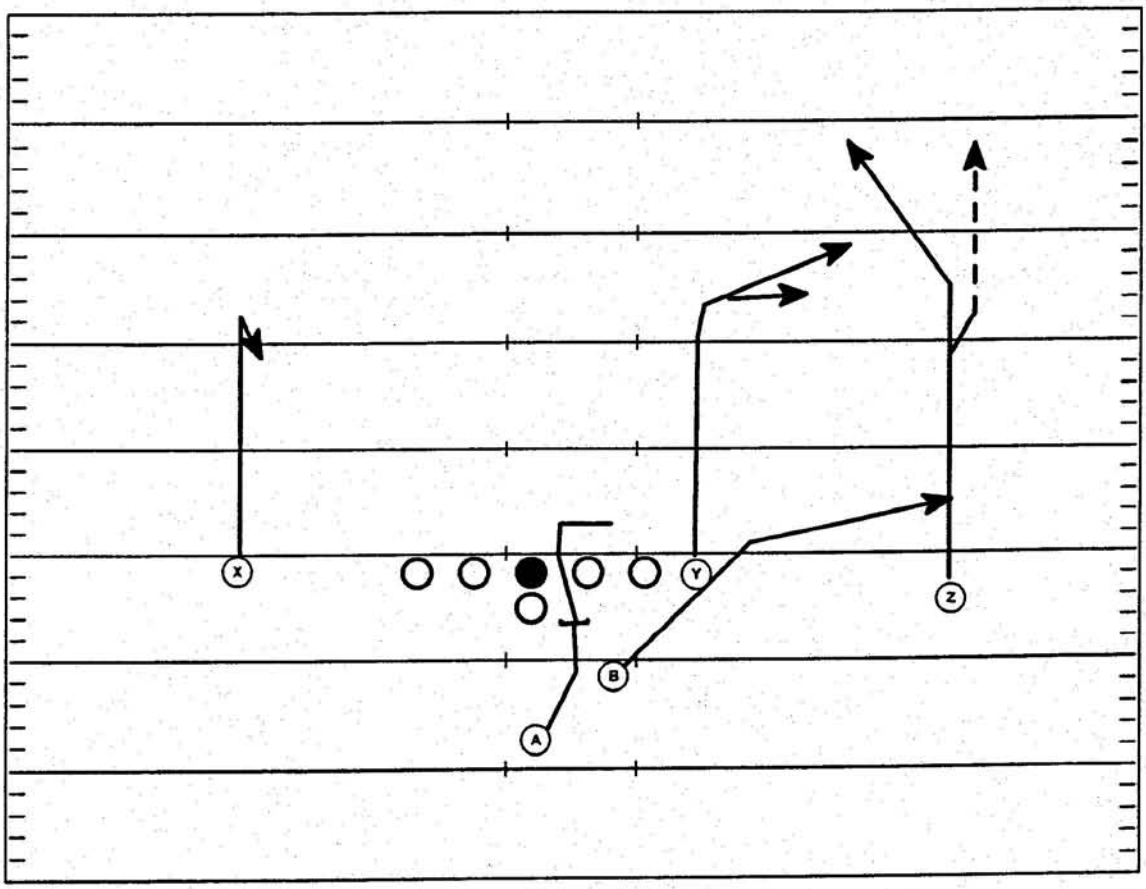
Z: Execute Semi Curl.

Y: Execute Choice Route.

A: Play Fake - Block Protection - N/T Execute Leak Route.

B: Execute Diagonal Route.

0/1 STRONG R 136/7 DUAL Y SAIL



QB: COACHING POINT: 5-7 Step play action. Set Point behind guard. Progression Read of Y-B-A.

X: Execute Semi Curl.

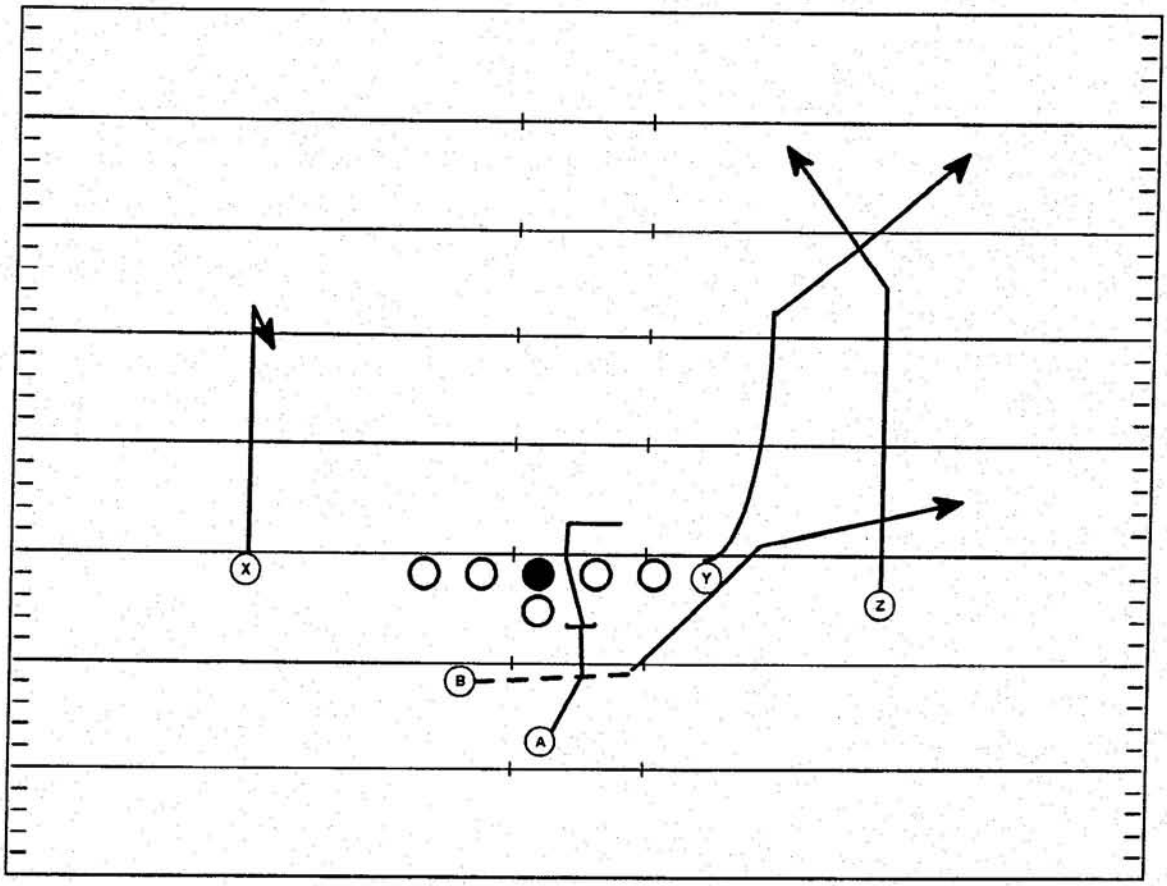
Z: Execute Sail Post.

Y: Execute Sail Route.

A: Play Fake - Block Protection - N/T Execute Leak Route.

B: Execute Diagonal Route.

0/1 WK BMO 136/7 DUAL SEMI Z POST Y FLAG



QB: COACHING POINT: 5 Step Play action. Set Point behind guard. Progression Read of Z/Y - B/A. Alert to X 1 on 1.

X: Execute Semi Curl.

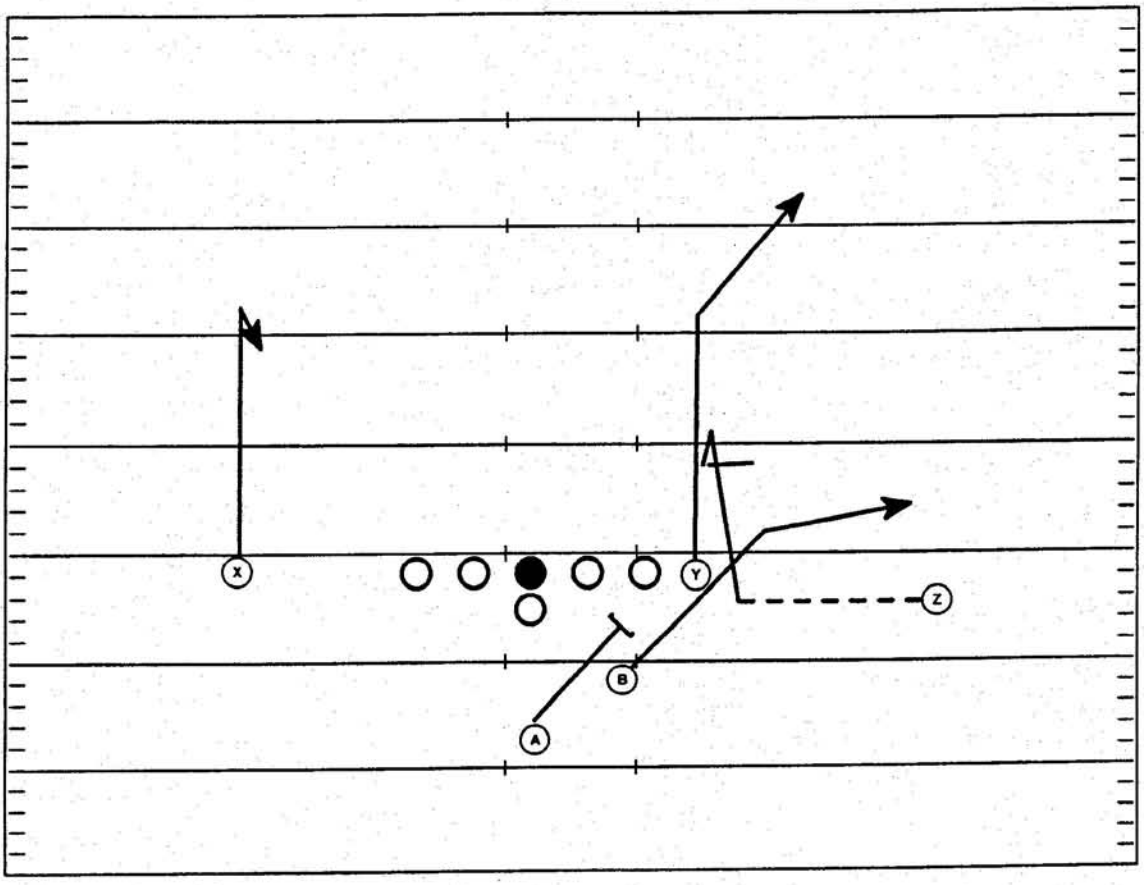
Z: Execute 12 yard Post.

Y: Execute Flag Route.

A: Play Fake - Block Protection - N/T Execute Leak Route.

B: Execute Diagonal Route.

0/1 STRONG ZHF R 136/7 KNOCKDOWN Z SNAG



QB: COACHING POINT: Combo Call. 5 Step Play action.
Vs Single High Safety go Z-B. Alert Y on Flag Vs. press on Z.

X: Execute Semi Curl.

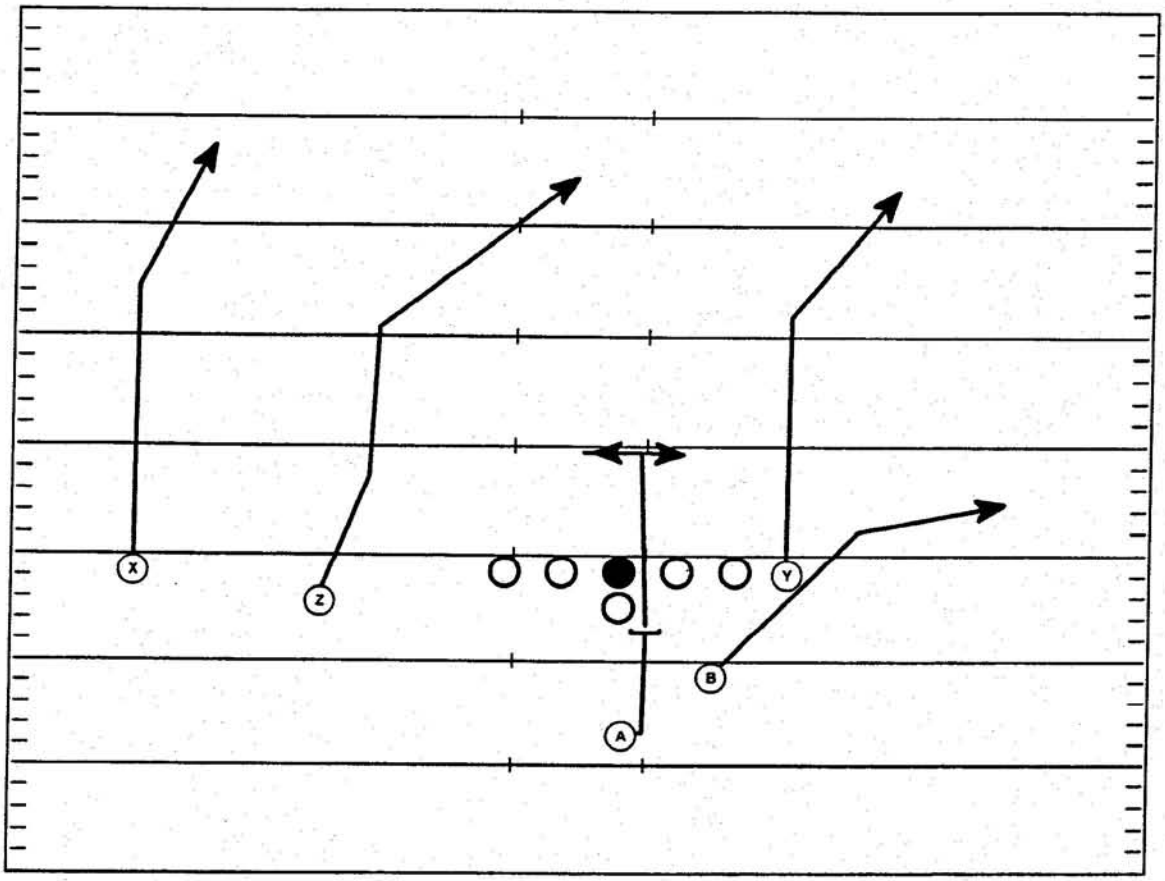
Z: Execute Snag ROute.

Y: Execute Flag Route.

A: Play Fake - Block Protection.

B: Bluff EMOL - Execute Arrow Route.

0/1 STR SLOT R 146/7 Y FLAG DBL POST



QB: COACHING POINT: 7 Step play action pass. Set point is behind Center. Progression Read of Y-Z-X.

X: Execute Post Route.

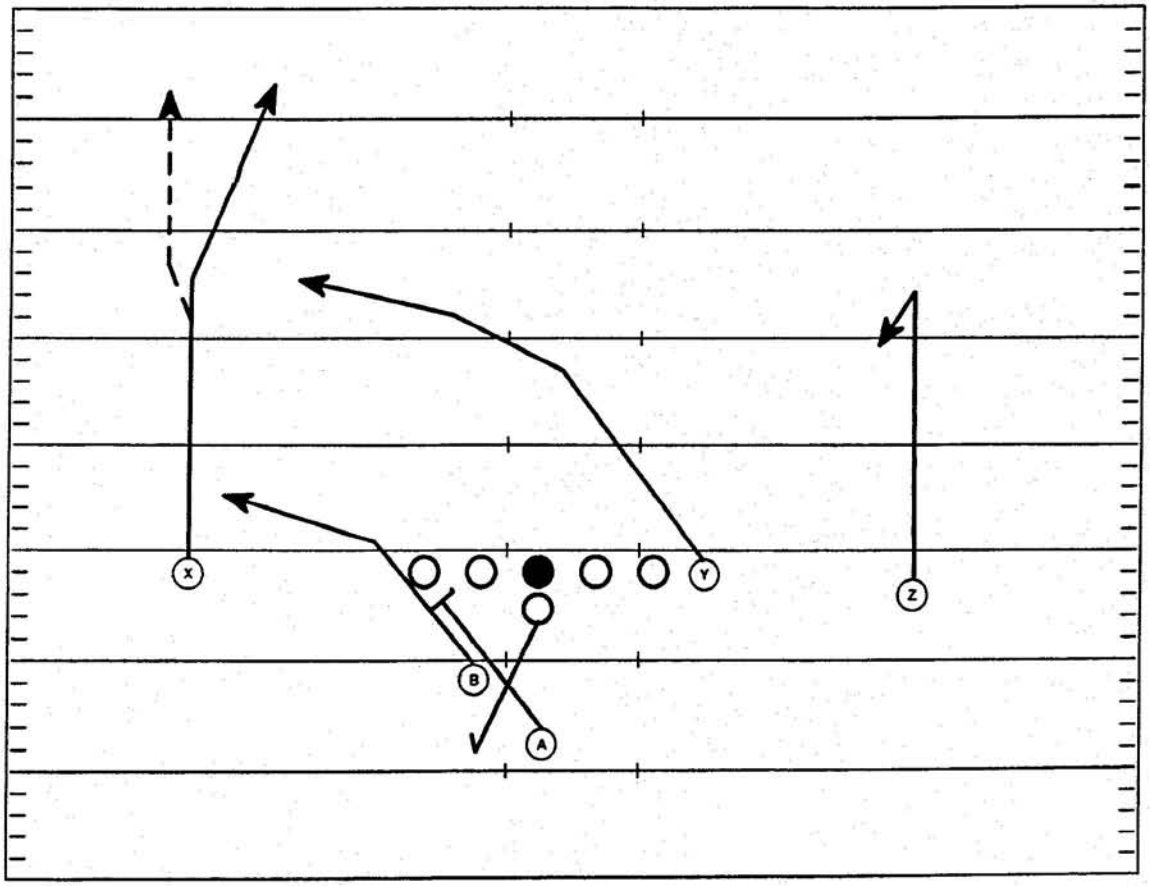
Z: Execute Over Post.

Y: Execute Flag Route.

A: Play Fake - Block Protection - N/T Execute Checkdown.

B: Block Protection - N/T Execute Diagonal.

0/1 WK R 137/6 KD Y CROSS



QB: COACHING POINT: 7 Step play action. Progression read of Y-B.

X: Execute Sail Post Route.

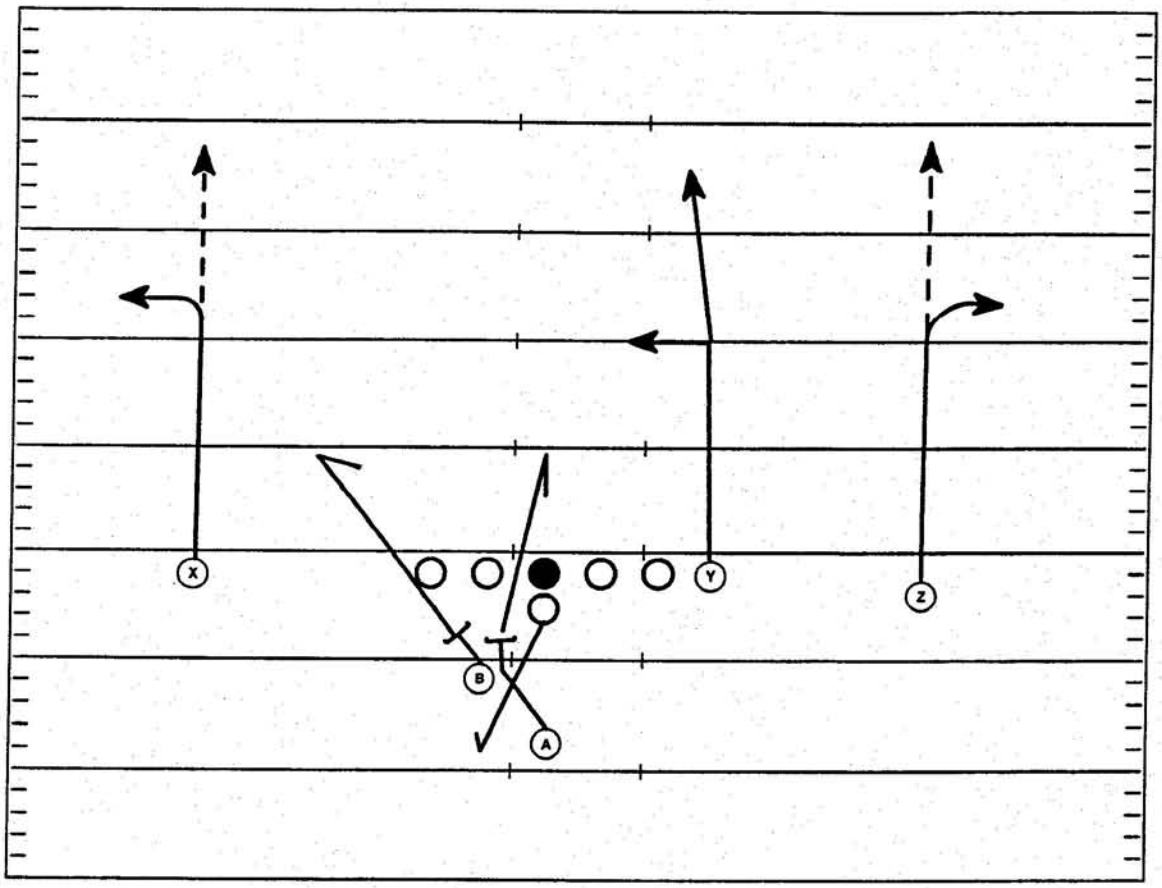
Z: Execute Semi Curl.

Y: Execute Over Route.

A: Block Protection

B: Bluff EMOL - Execute Diagonal Route.

0/1 WK R 137/6 SEMI



QB: COACHING POINT: Quick 5 Play Action. Progression Read of X-B-A.

X: Execute Semi - Normal Conversions.

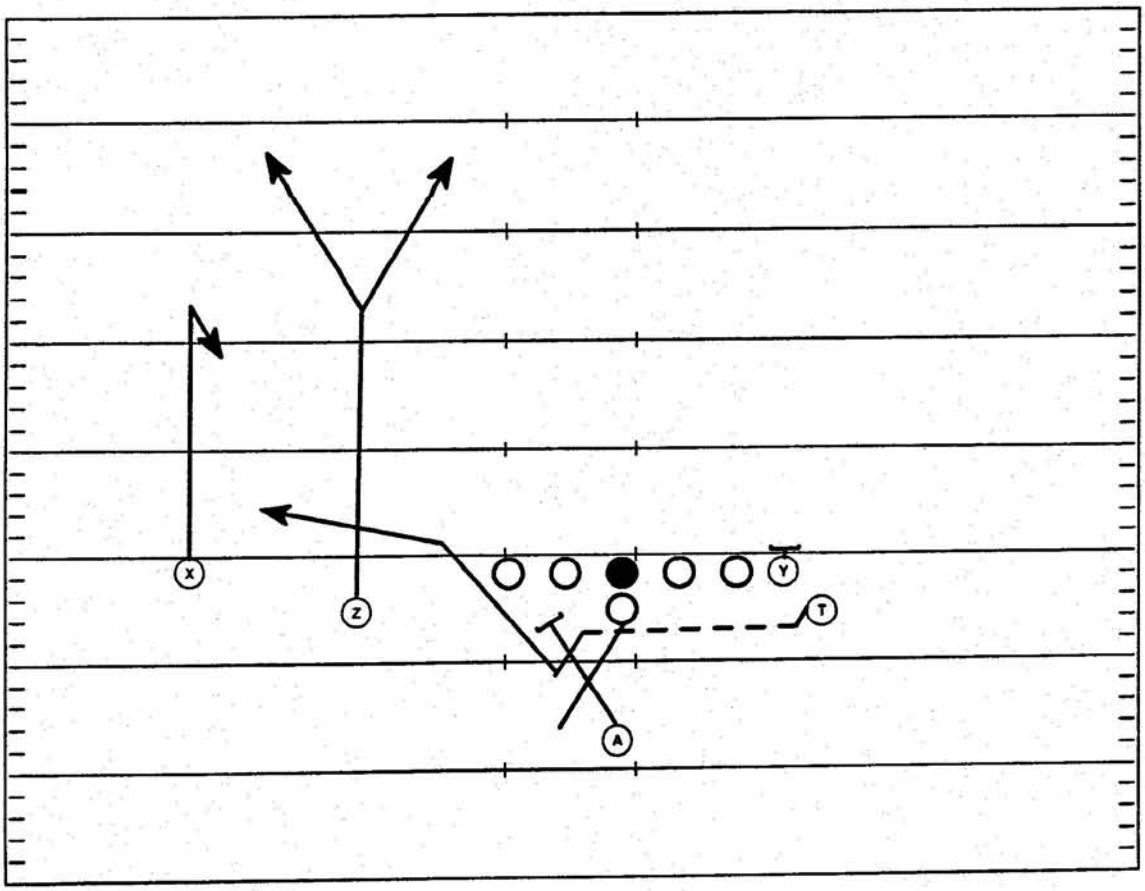
Z: Execute Semi - Normal Conversions.

Y: Execute Middle Read.

A: Execute Play Fake, Check Protection, N/T Execute Checkdown.

B: Check Protection - N/T - Execute Stop Route.

0/1 WEAK SLOT R 137/6 KNOCKDOWN STAY Z CHOICE



QB: COACHING POINT: 5 Step Play Action. Progression Read of X-T. Set Point is behind guard. Alert Z on Flag Throw.

X: Execute Semi Curl

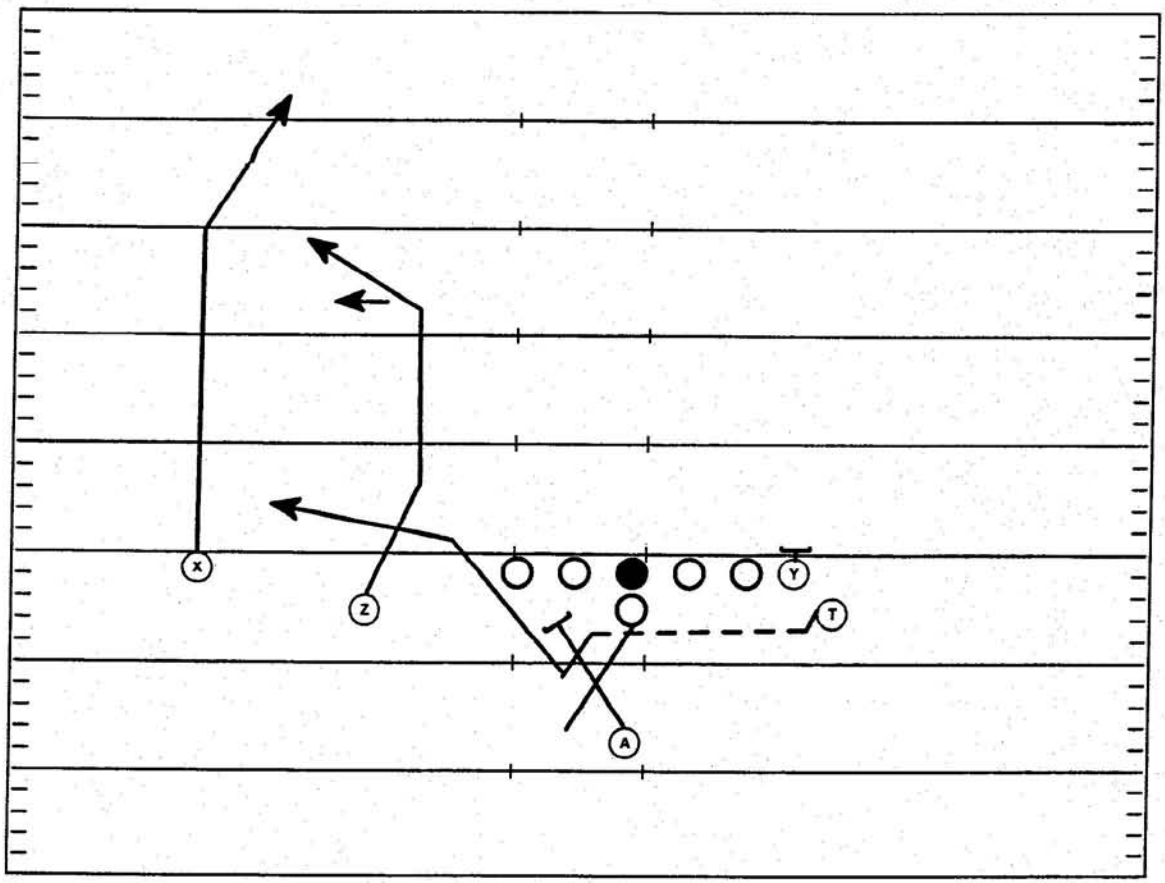
Z: Execute Choice Route.

Y: Block Protection

A: Execute Play Fake, Block Protection.

T: Bluff EMOL, Execute Arrow Route.

0/1 WEAK SLOT R 137/6 KNOCKDOWN STAY Z SAIL



QB: COACHING POINT: 7 Step Play Action. Progression Read of X-Z-T. Set Point is behind guard.

X: Execute Sail Post.

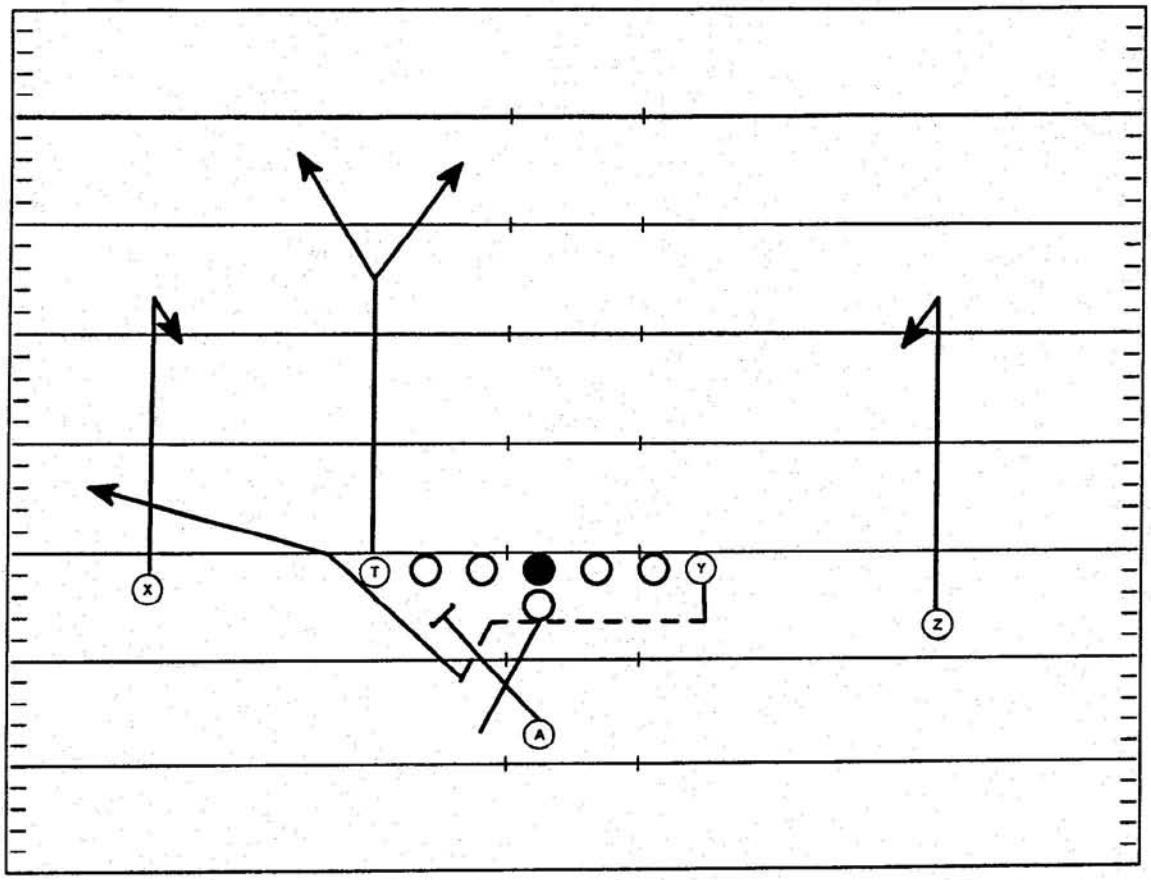
Z: Execute Sail Route.

Y: Block Protection

A: Execute Play Fake, Block Protection.

T: Bluff EMOL, Execute Arrow Route.

0/1 ON Y FLY 137/6 KNOCKDOWN T CHOICE



QB: COACHING POINT: 5 Step Play Action - Base Progression of X-Y. Be Alert to COrner for possible Flag Throw.

X: Execute Semi Curl Route.

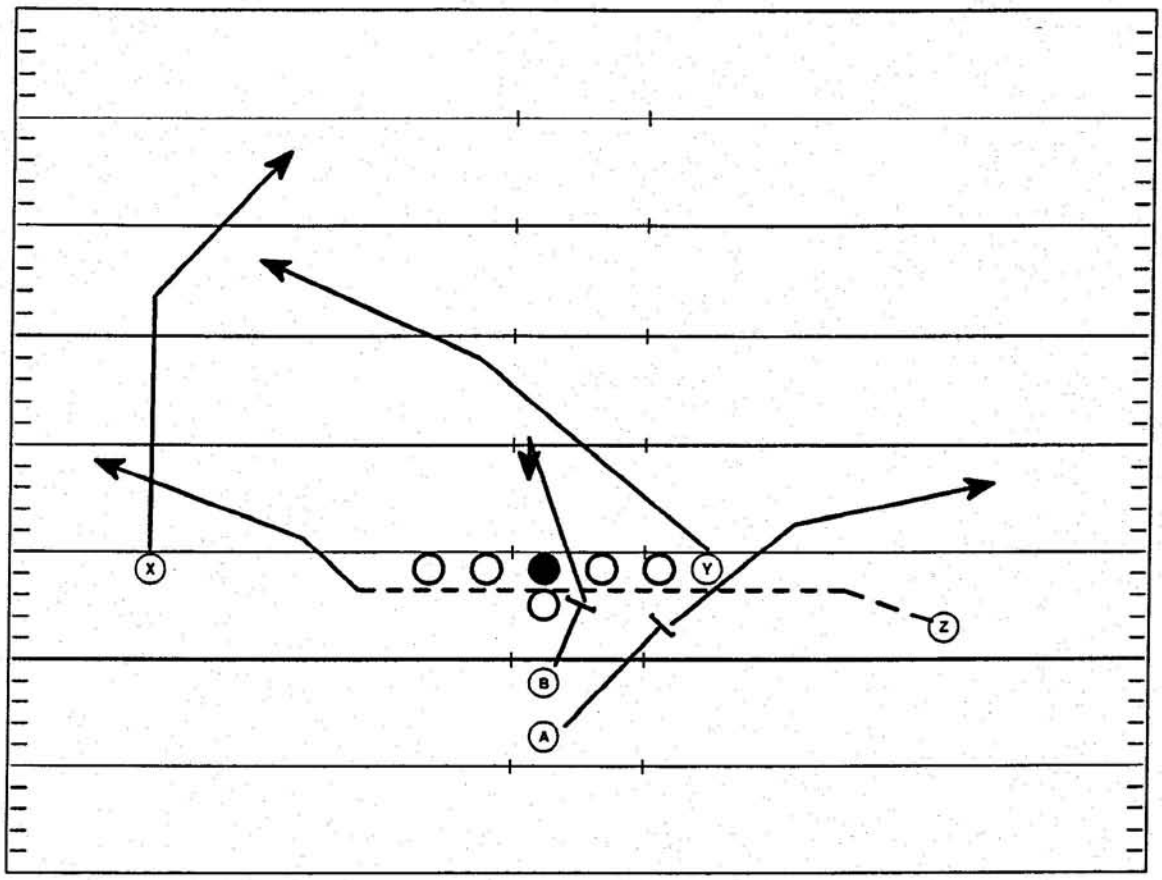
Z: Execute Semi Curl Route.

Y: Execute Bluff Diagonal Route.

T: Execute Choice Route.

R: Block Protection.

0/1 ZFT R 138/9 K.D Y OVER



QB: COACHING POINT: 7 Step Play Action - Key the Depth of the Safety and work X-Y-Z.

X: Execute 12 yard Post Route.

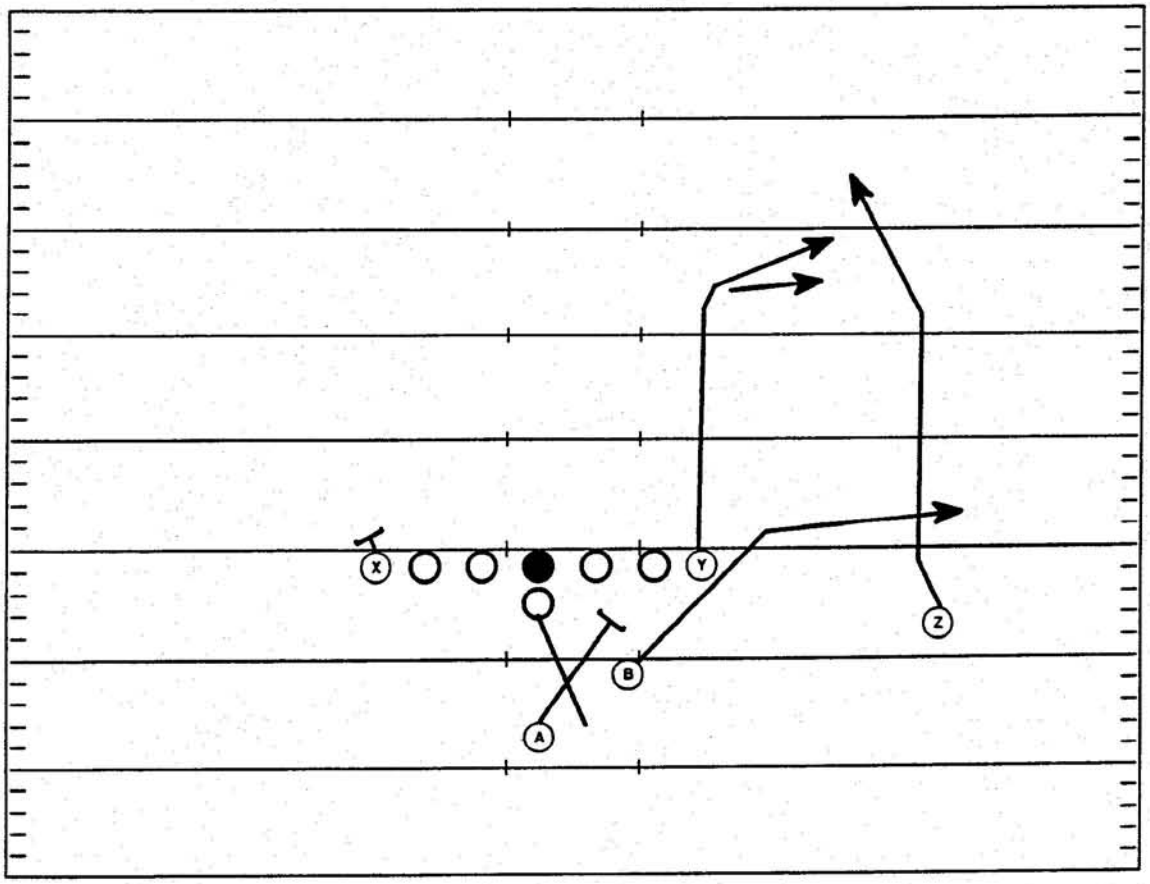
Z: Execute Diagonal Route.

Y: Execute 18 yard Over Route.

A: Block Protection - N/T Execute Diagonal Route.

B: Block Protection - N/T Ececute Checkdown Route..

0/1 STR. TITE 136/7 KNOCKDOWN STAY Y SAIL



QB: COACHING POINT: 7 Step Play Action. Progression Read of Y-B-A. Set Point is behind guard.

X: Block Protection

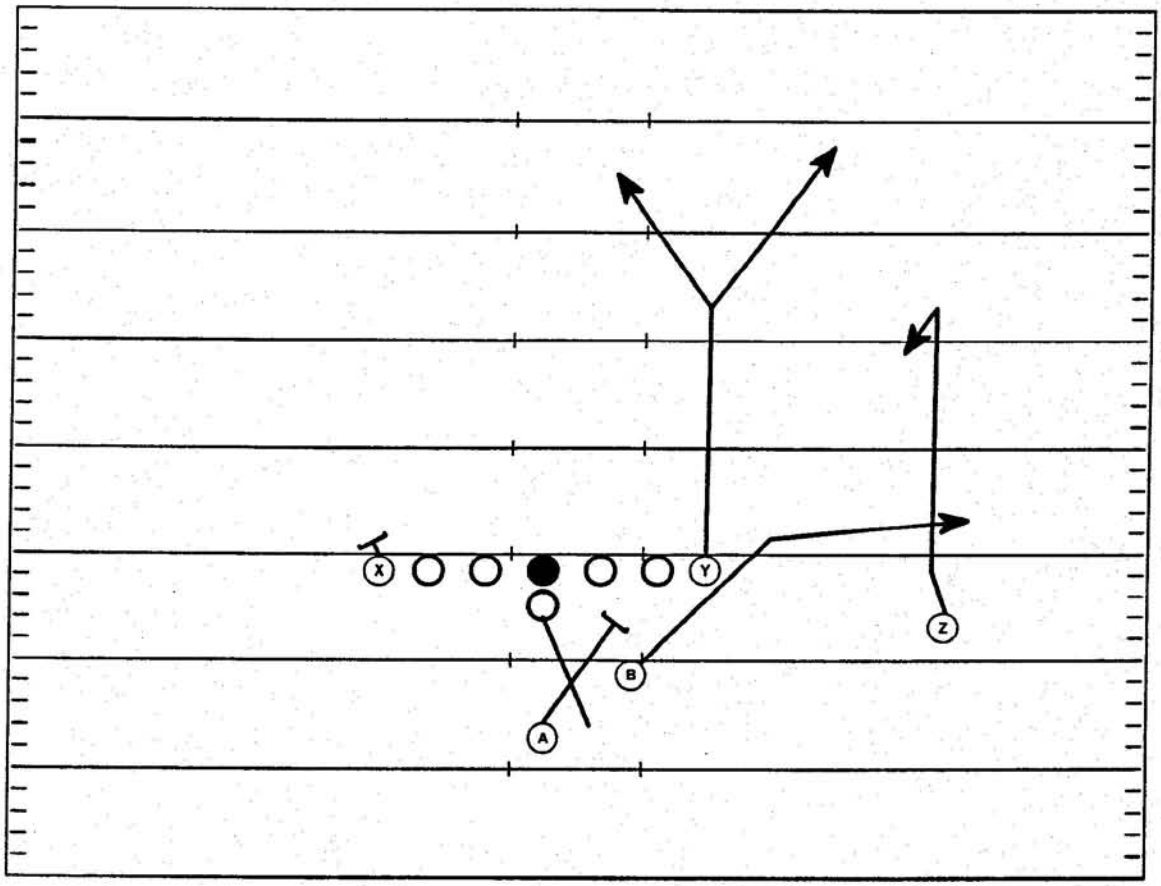
Z: Execute Sail Post Route.

Y: Execute Sail Route.

A: Block Protection.

B: Execute Bluff Arrow

0/1 STR. TITE 136/7 KNOCKDOWN STAY Y CHOICE



QB: COACHING POINT: 5 Step Play Action. Progression Read of Z-B. Set Point is behind guard. Alert Corner for possible flag throw.

X: Block Protection

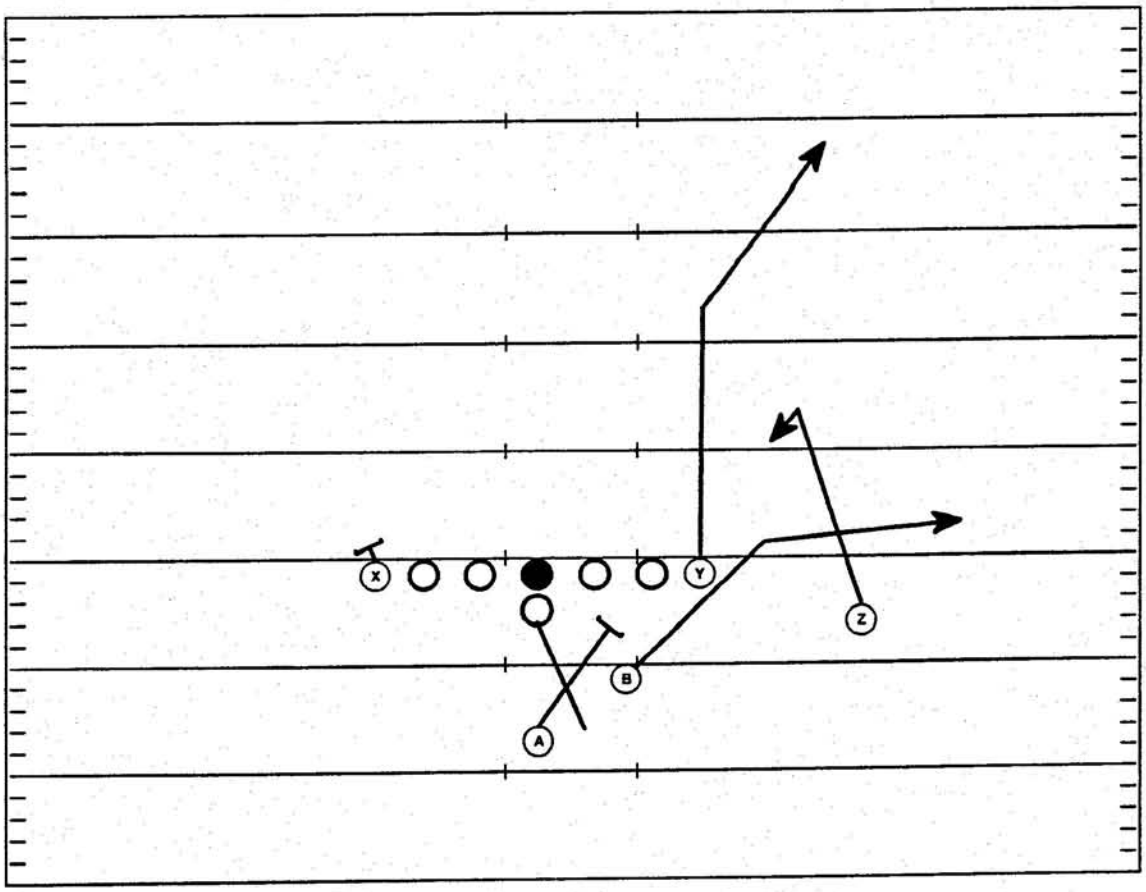
Z: Execute Semi Curl Route.

Y: Execute Choice Route.

A: Block Protection.

B: Execute Bluff Arrow

0/1 STR. TITE 136/7 KNOCKDOWN STAY Z SNAG



QB: COACHING POINT: 5 Step Play Action. Progression Read of Z-B. Set Point is behind guard. Alert Corner for possible flag throw.

X: Block Protection

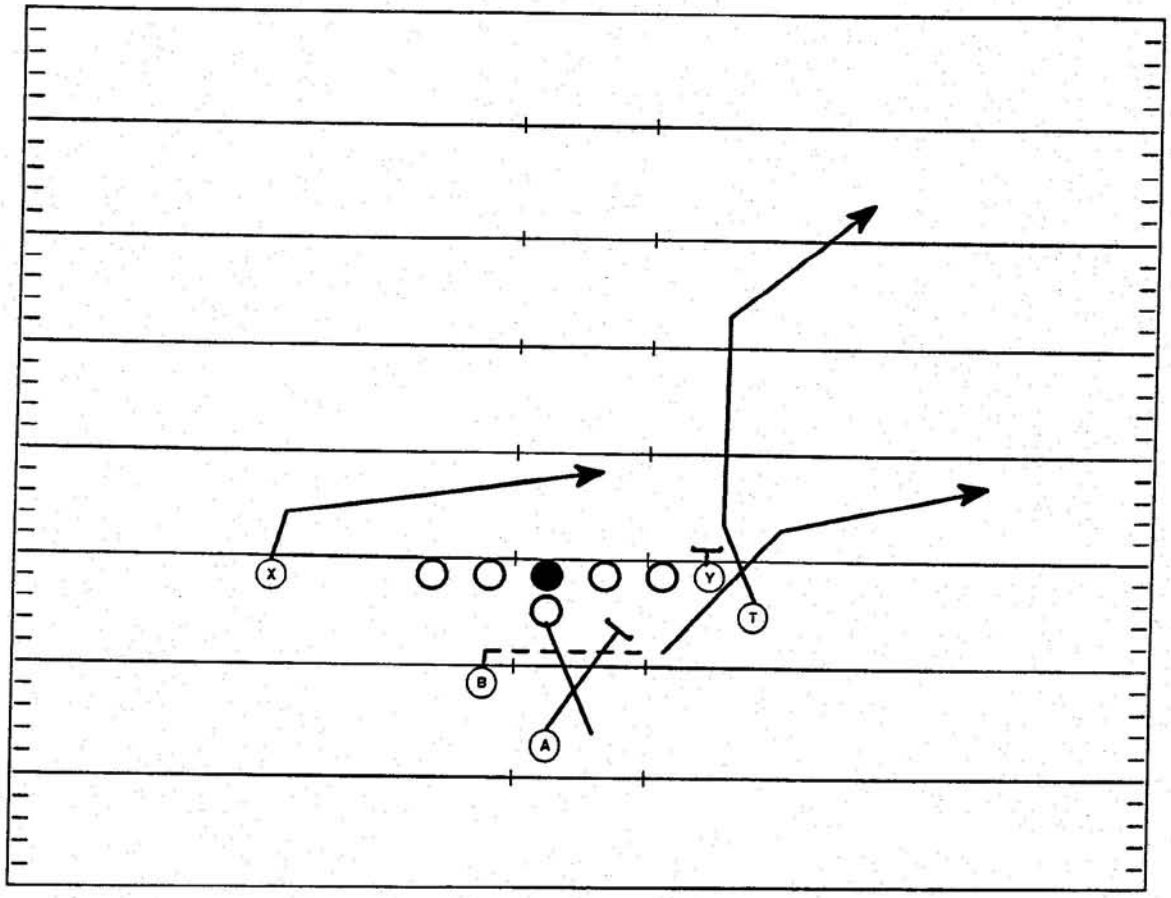
Z: Execute Snag Route.

Y: Execute Flag Route.

A: Block Protection.

B: Execute Bluff Arrow

0/1 WK CLOSE B-MO R 136/7 K.D SLOW T FLAG



QB: COACHING POINT: 5 Step Play Action. Progression Read of T-B-X.

X: Execute 5 yard Cross Route.

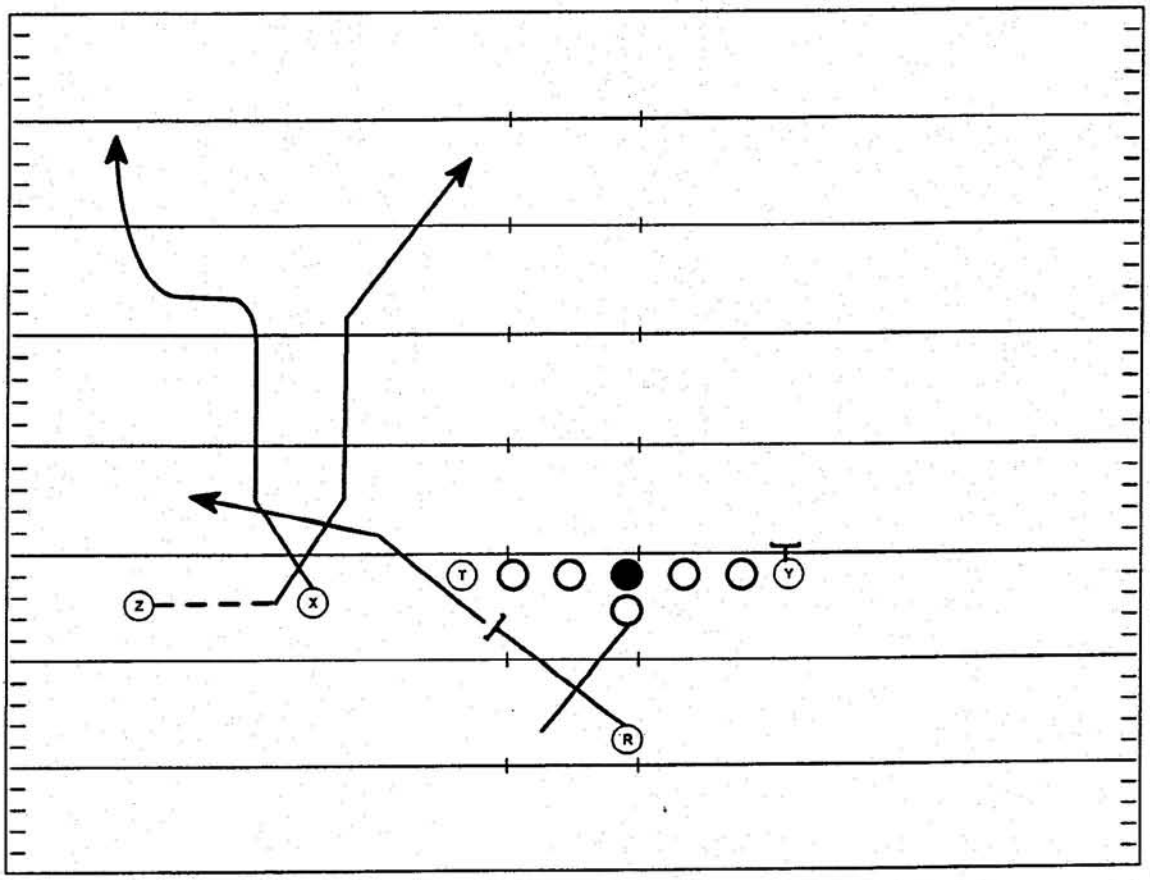
T: Execute 12 yard Flag Route.

Y: Block Protection.

A: Block Protection.

B: Execute Arrow Route.

0/1 ON SLOT ZHM 139/8 RUN IT X OUT GO



QB: COACHING POINT: 7 Step Play Action Pass - Take a shot at X on Out Go to R on Diagonal.

X: Execute Out Go Route.

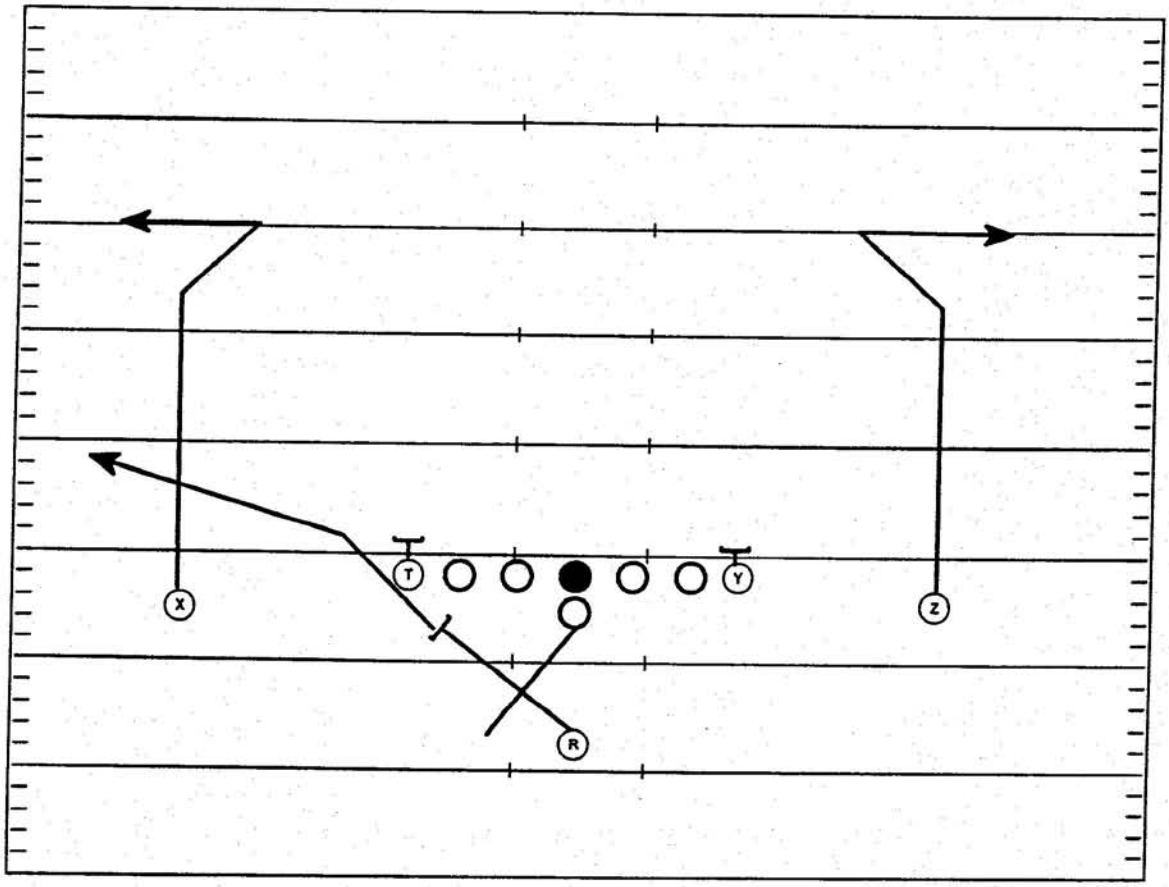
Z: Execute Inside Post Route.

Y: Block Protection.

T: Block Protection.

R: Execute Play Fake - Check Protection - N/T Run Diagonal.

0/1 ON 139 RUN IT X/Z SNAKE



QB: COACHING POINT: 7 Step Play Action, Throw Away from Secondary Rotation.

X: Execute Snake Route - Normal Conversions.

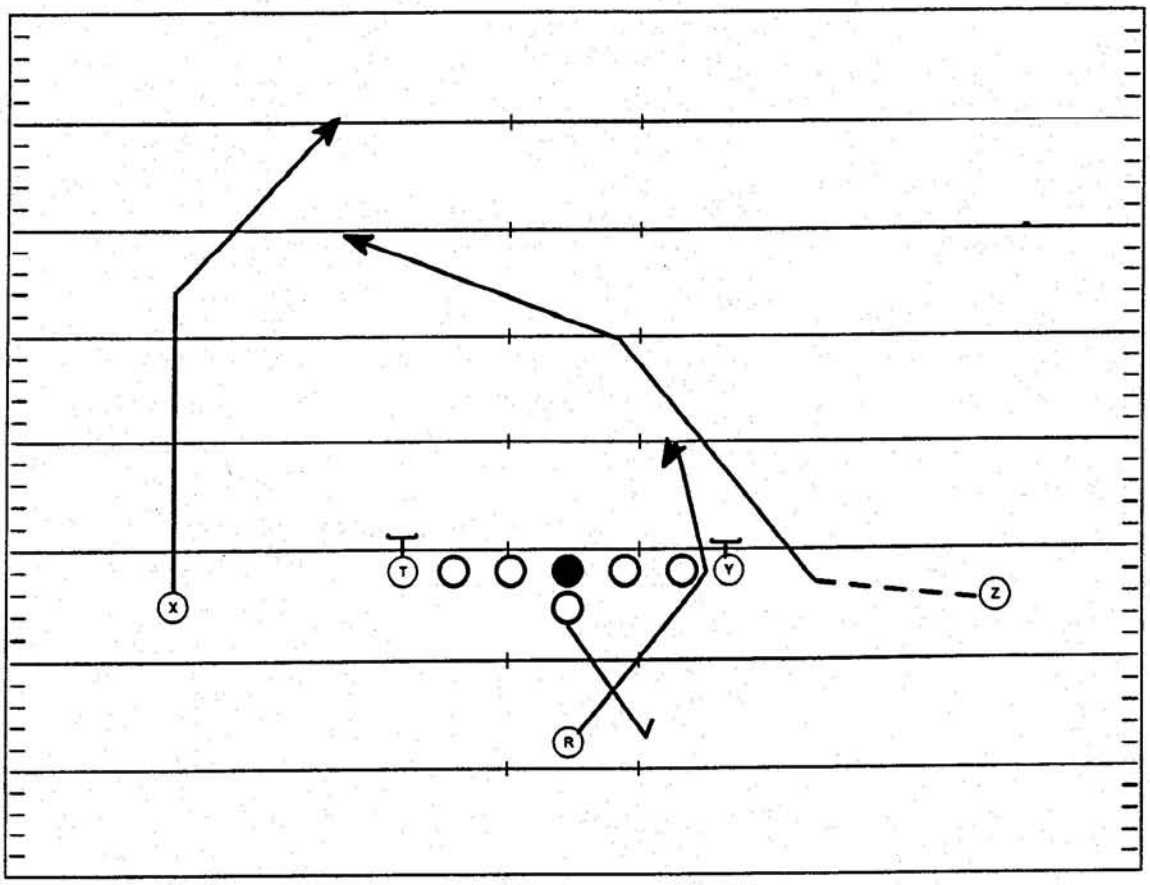
Z: Execute Snake Route - Normal Conversions.

Y: Block Protection.

T: Block Protection.

R: Execute Play Fake - Check Protection - N/T Run Diagonal.

0/1 ON ZHF R 138/9 RUN IT Z OVER



QB: COACHING POINT: 7 Step Play Action - Key Safety go X-Z.

X: Execute 12 yard Post Route - No Conversions.

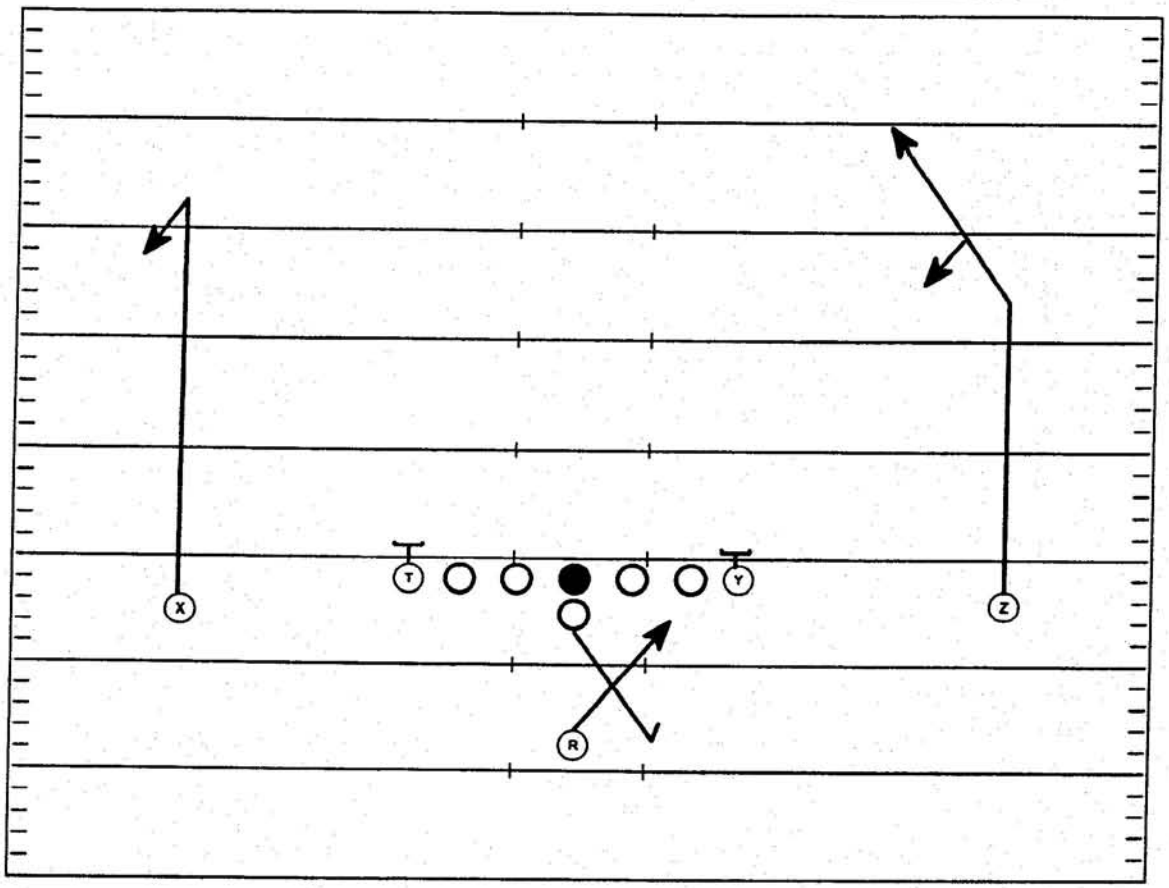
Z: Execute 18 yard over Route.

Y: Block Protection.

T: Block Protection.

R: Execute Play Fake - Check Protection - N/T Run Checkdown.

0/1 ON 138/9 RUN IT Z SPOT X COMEBACK
0/1 ON 139/8 RUN IT X SPOT Z COMEBACK



QB: COACHING POINT: 7 Step Play Action Pass - Progression Read of Z-X (Note Z will Take the Post of he Beats the Safety Hook-Up of Safety is High)

X: Execute 16 yard Comeback Route - Normal Conversions.

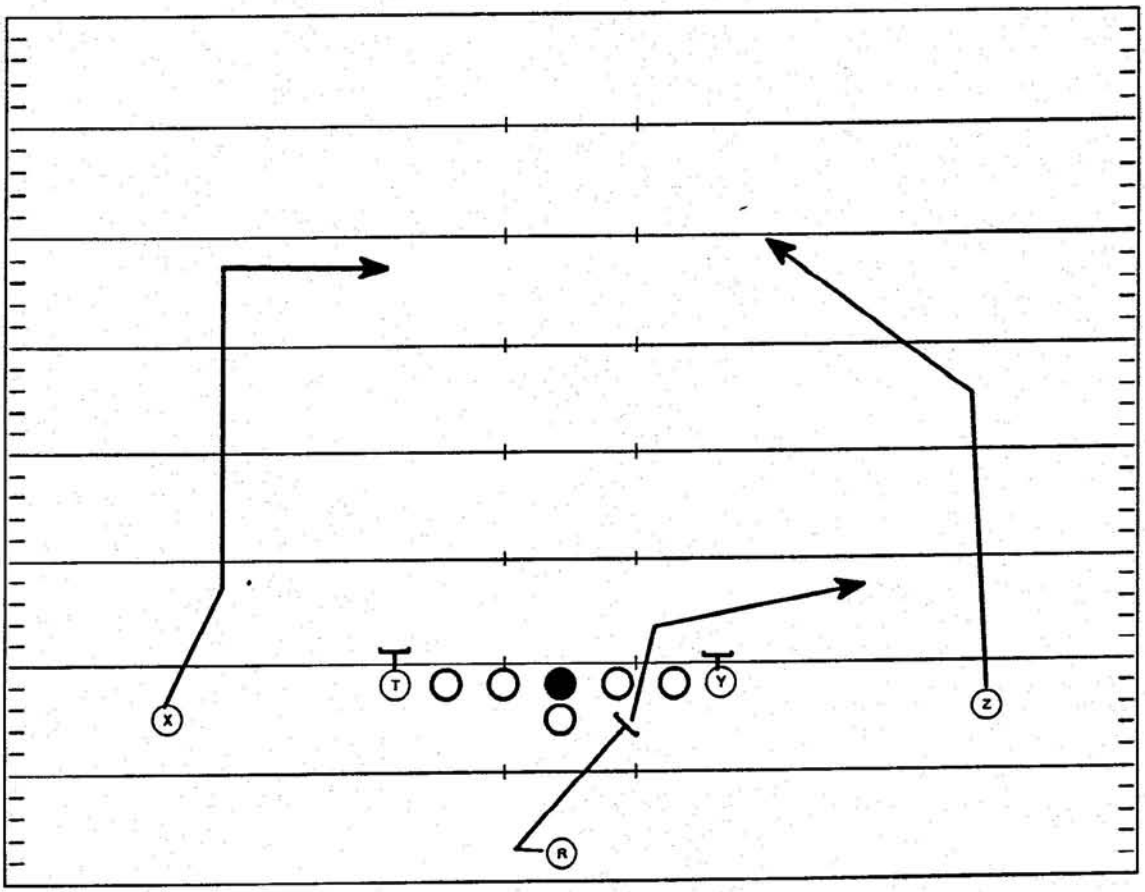
Z: Execute Execute Spot Route.

Y: Block Protection.

T: Block Protection.

R: Execute Play Fake - Block Protection.

0/1 ON CTR 136/7 X GIN



QB: COACHING POINT: Bury the Fake. Locate the FS. Go Z to X.

X: Execute 18 yard In Route.

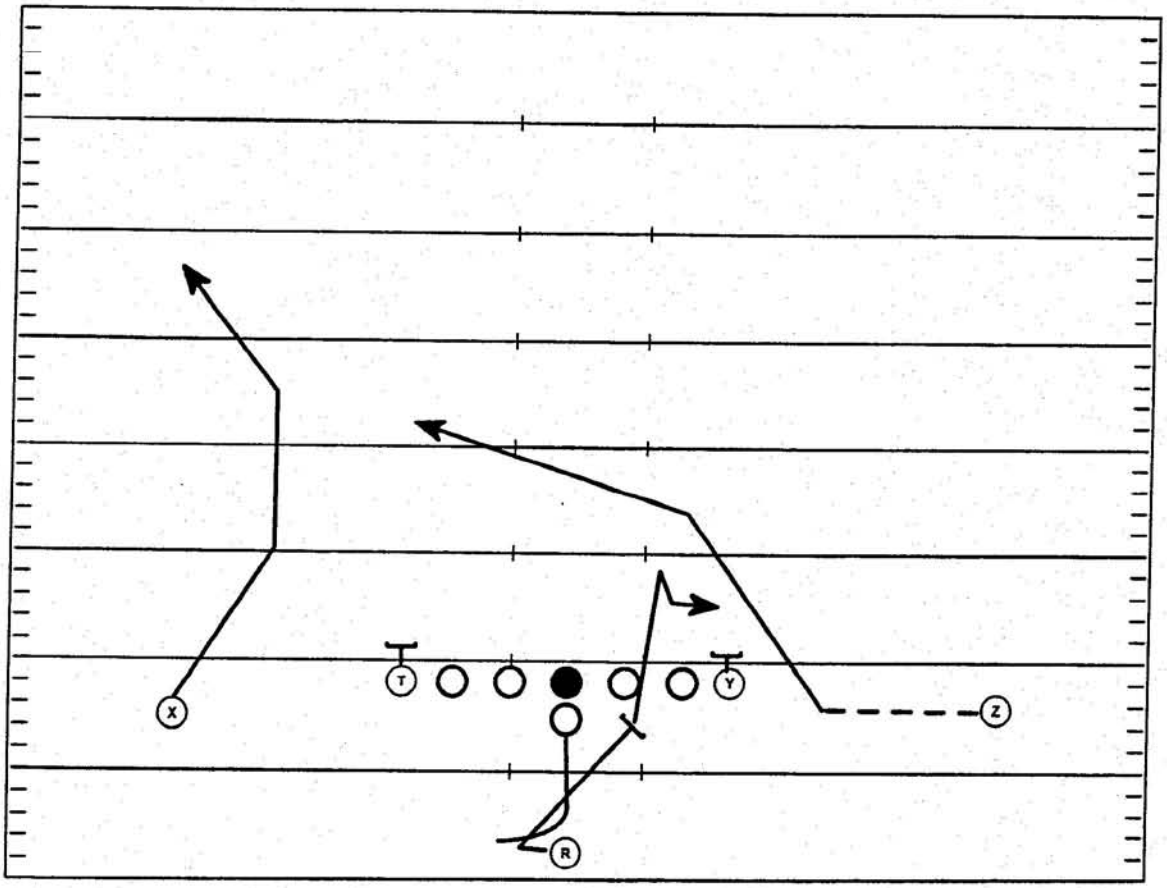
Z: Execute Over Post Route.

Y: Block Protection.

T: Block Protection.

R: Execute Play Fake - Block Protection - N/T Execute Leak.

0/1 ON ZHF CTR 136/7 X Q Z OVER (X GIN, TOPPER)



QB: COACHING POINT: 7 Step Play Action Pass - Progression X-Z-R.

X: Execute Q Route.

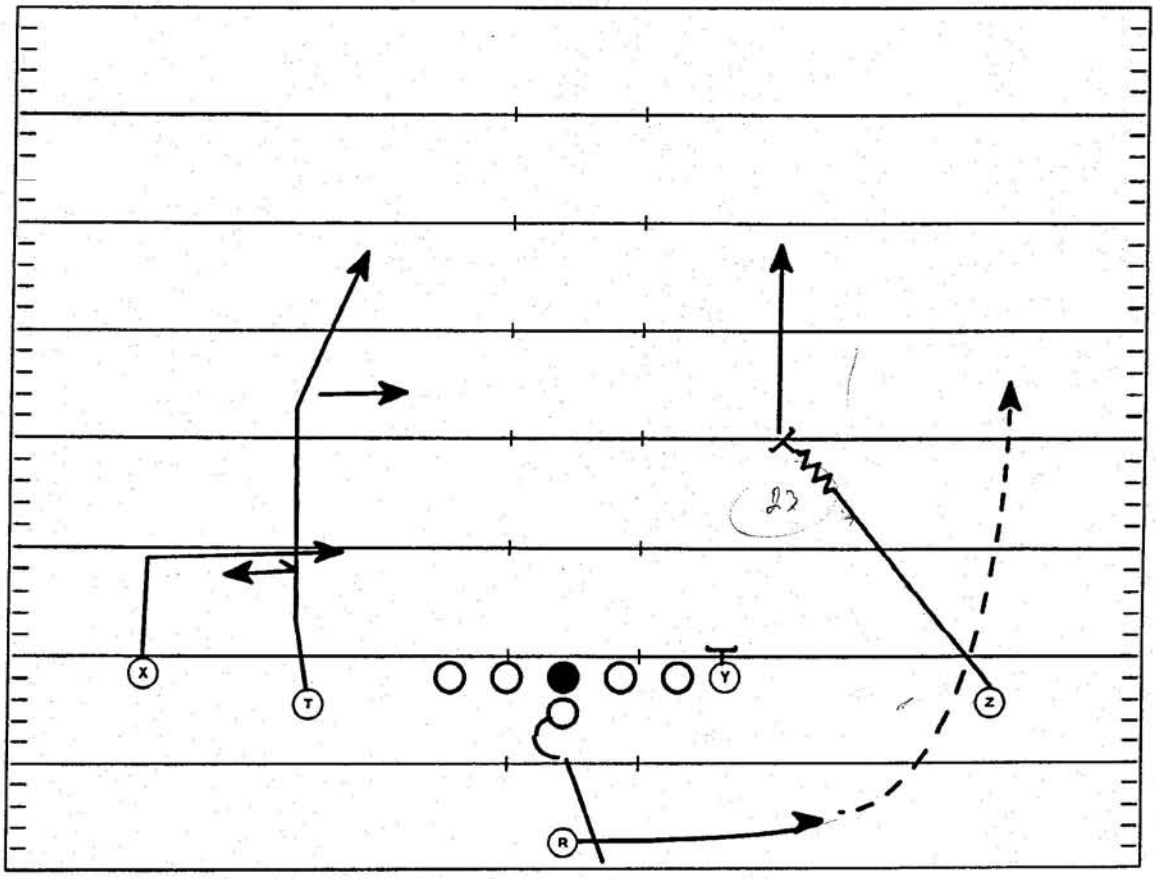
Z: Execute Over Route.

Y: Block Protection.

T: Block Protection.

R: Execute Play Fake - Block Protection - N/T Execute Checkdown.

0/1 OUT TOSS (RIDE) 138 BASE Z RACE X SHALLOW



QB: COACHING POINT: Reverse Pivot - Fake Toss.
Vs- Quarters Progression Read Z-R. Vs- Cover 2 or Single High go T-X.

X: Execute Shallow Route.

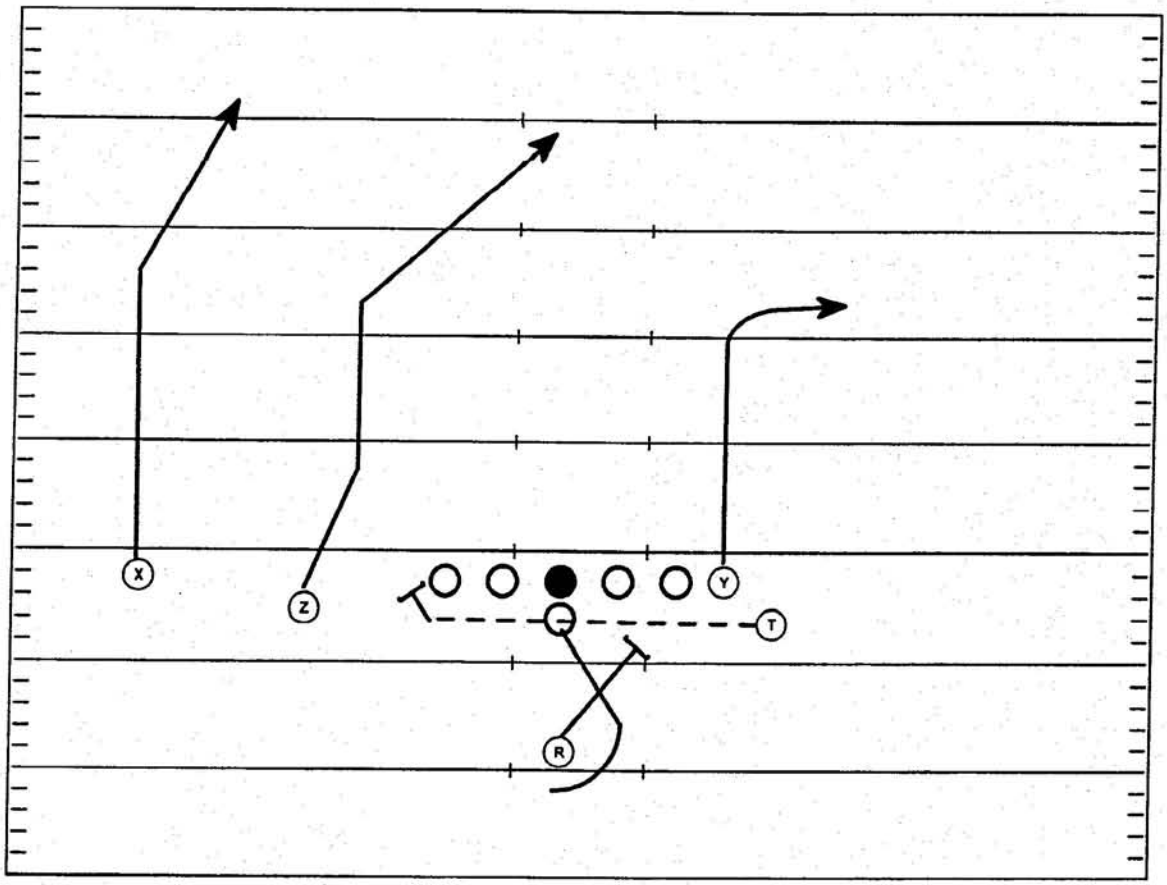
Z: Execute Race Route. (Crack - Go)

Y: Block Protection.

T: Execute Inside Streak Read.

R: Execute Play Fake - Run Go Route.

0/1 FLD SLOT T FLY R 134/5 NKD L/R Y OUT DBL POST



QB: COACHING POINT: Make Good Fake. Set Point Opposite A Gap.
Base Progression Read of Y-Z-X.

X: Execute Post Route.

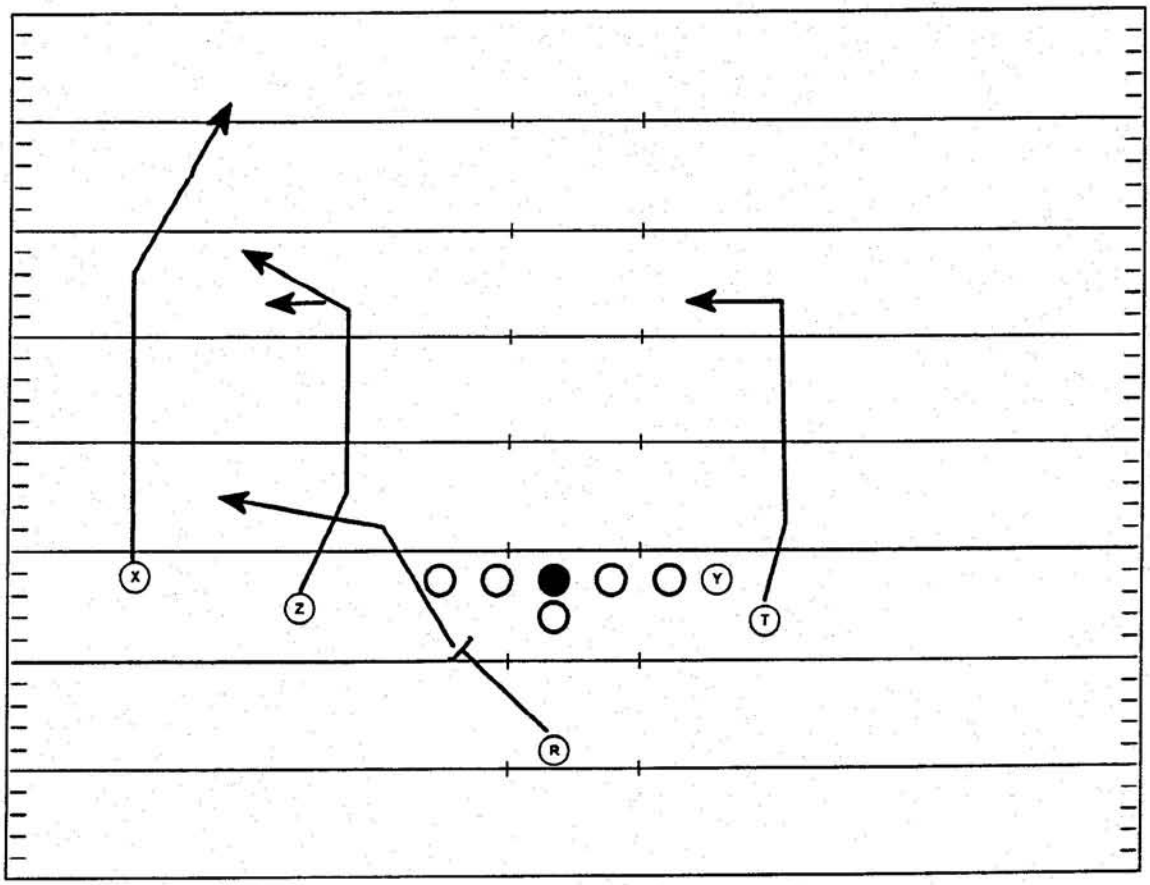
Z: Execute Inside Post Route. Across the Face of the FS.

Y: Execute 12 yard Out.

T: Block Protection.

R: Block Protection.

0/1 FLOOD SLOT R 135/4 NKD RT/LT THROWBACK



QB: COACHING POINT: Make Good Fake. Set Point Opposite A Gap. Base Progression Read of X-Z-R.

X: Execute Sail Post Route - Normal Conversions.

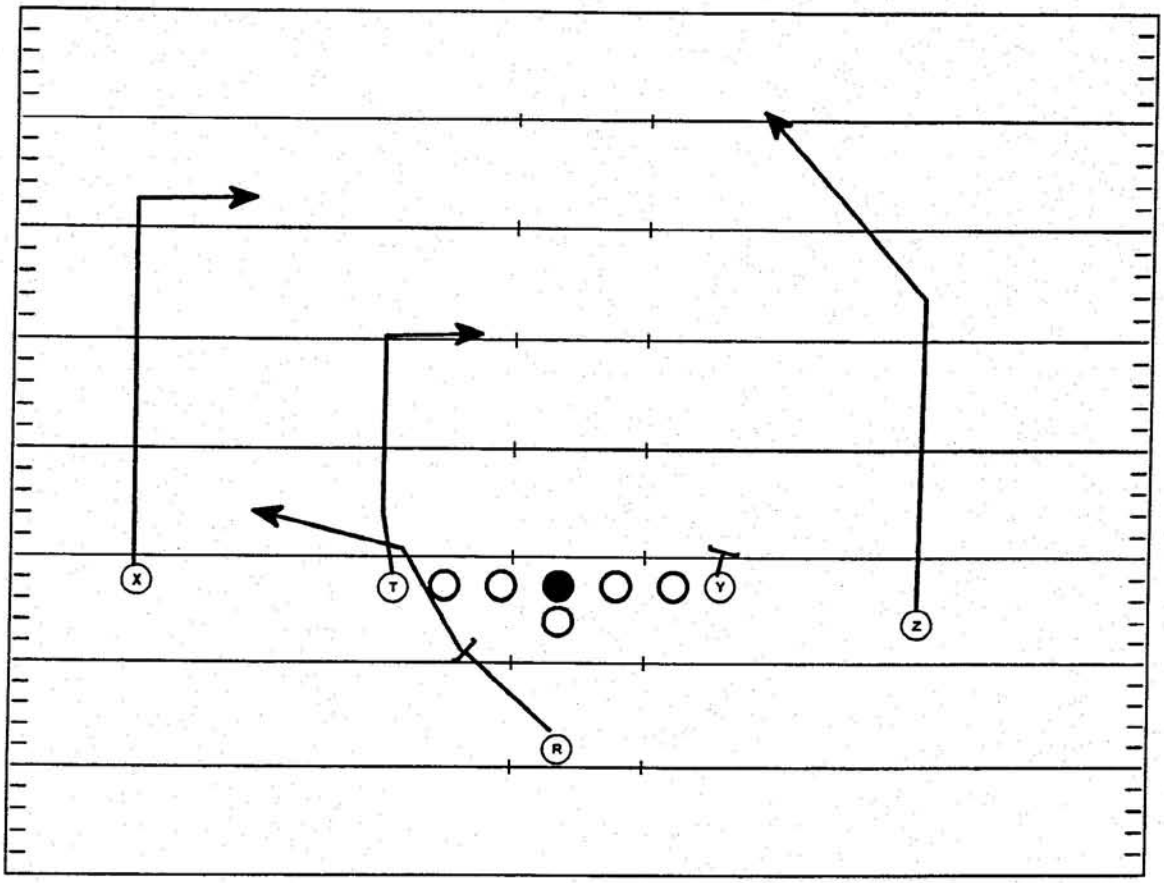
Z: Execute Sail Route. Across the Face of the FS.

Y: Block Protection.

T: Execute 12 yard In Route.

R: Block Protection - N/T Execute Flat Route.

0/1 ON R 135/4 X DIG



QB: COACHING POINT: 7 Step Play Action Pass. Base Progression Read of T-X-R. Be Alert to Z on Post Vs. Single High or Quarters.

X: Execute 16 yard In Route.

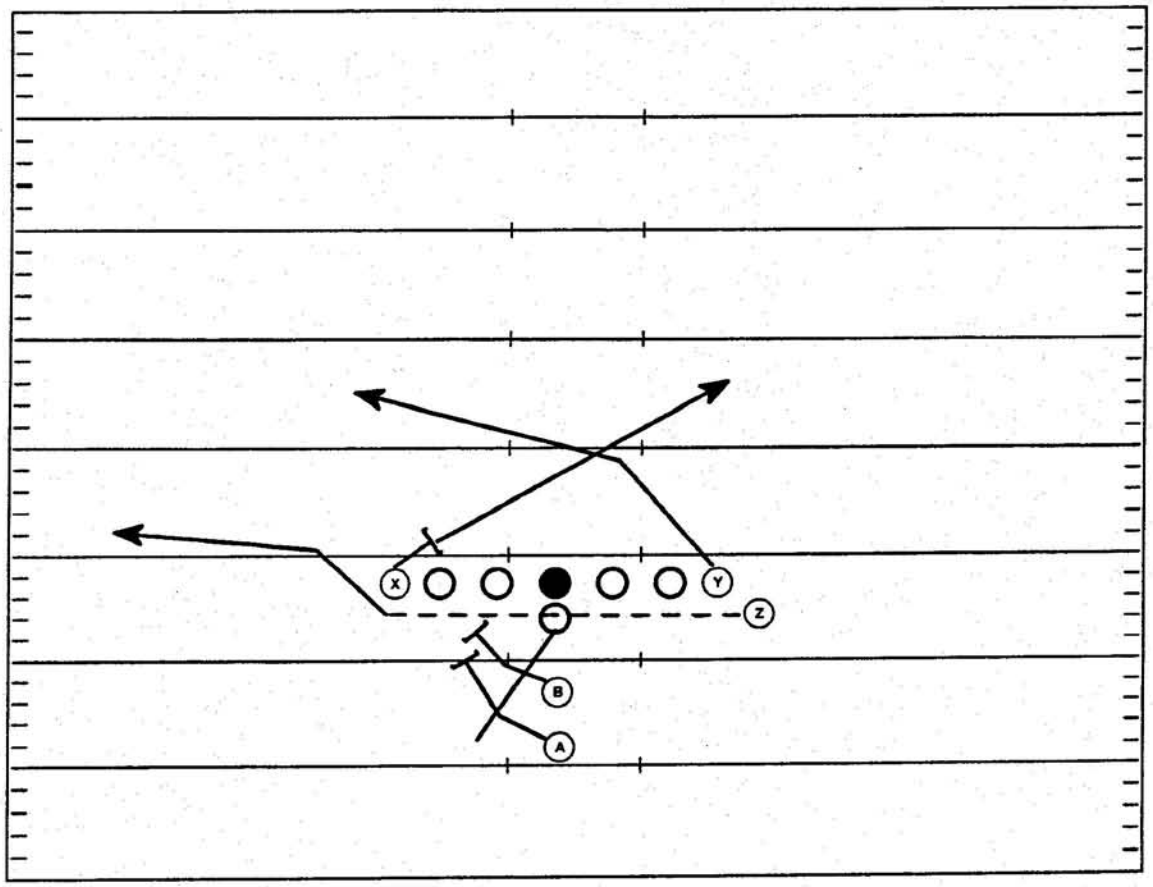
Z: Execute Over Post Route.

Y: Block Protection.

T: Execute 10 yard In Route.

R: Block Protection - N/T Execute Diagonal Route.

0/1 TITE CLOSE Z FLY R 139/8 KD X SNEAK



QB: COACHING POINT: 3-5 Step Play Action. If Z has Cushion Give him the ball. If not there Drift and Comeback to X on Crossing Route.

X: Slow Block Run Crossing Route 8 yards Deep.

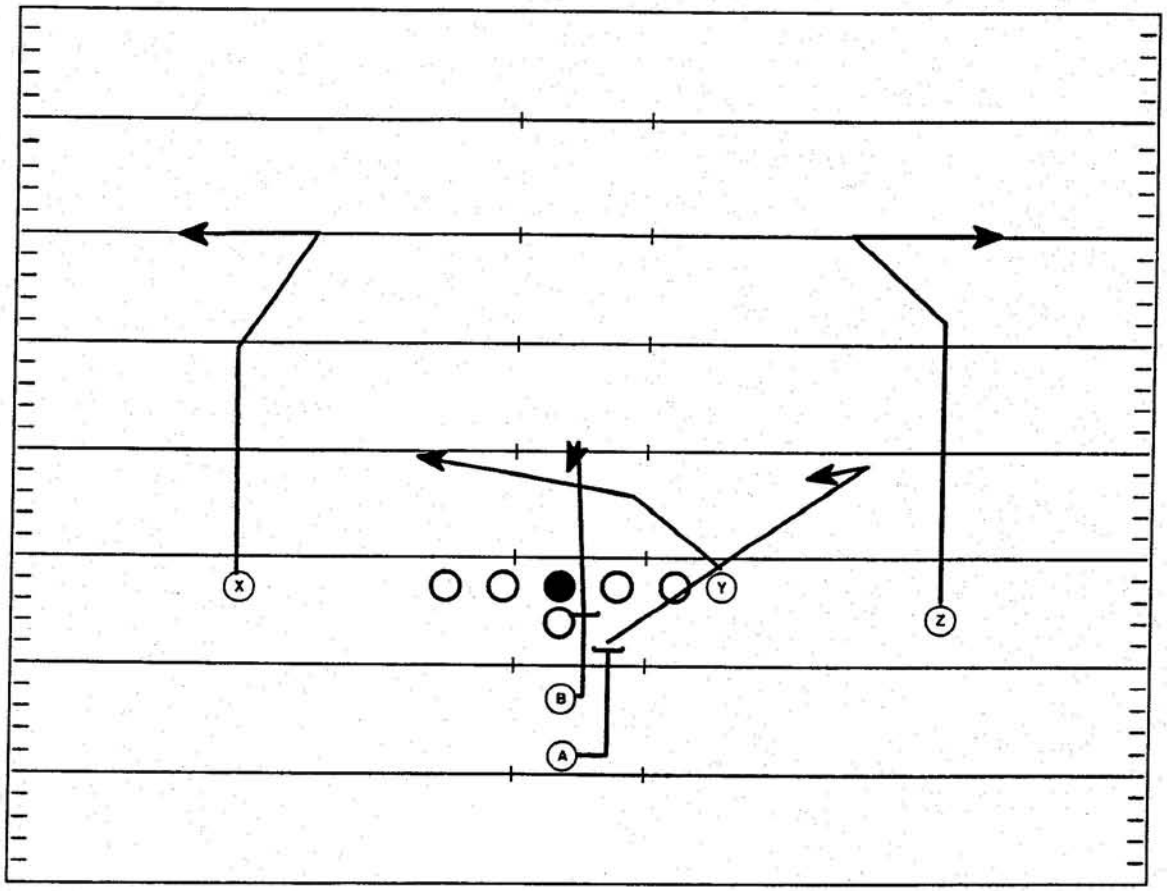
Z: Use Motion to Gain an Advantage - Run Arrow Route for 1st Down.

Y: Execute Over Route.

A: Block Protection Rule.

B: Block Protection Rule.

0/1 142/3 SNAKE



QB: COACHING POINT: 7 Step Play Action Pass - Vs- Single High Read Away From Secondary Rotation. Vs- Cover 2 go X-Y-B.

X: Execute Snake Route - Normal Conversions

.

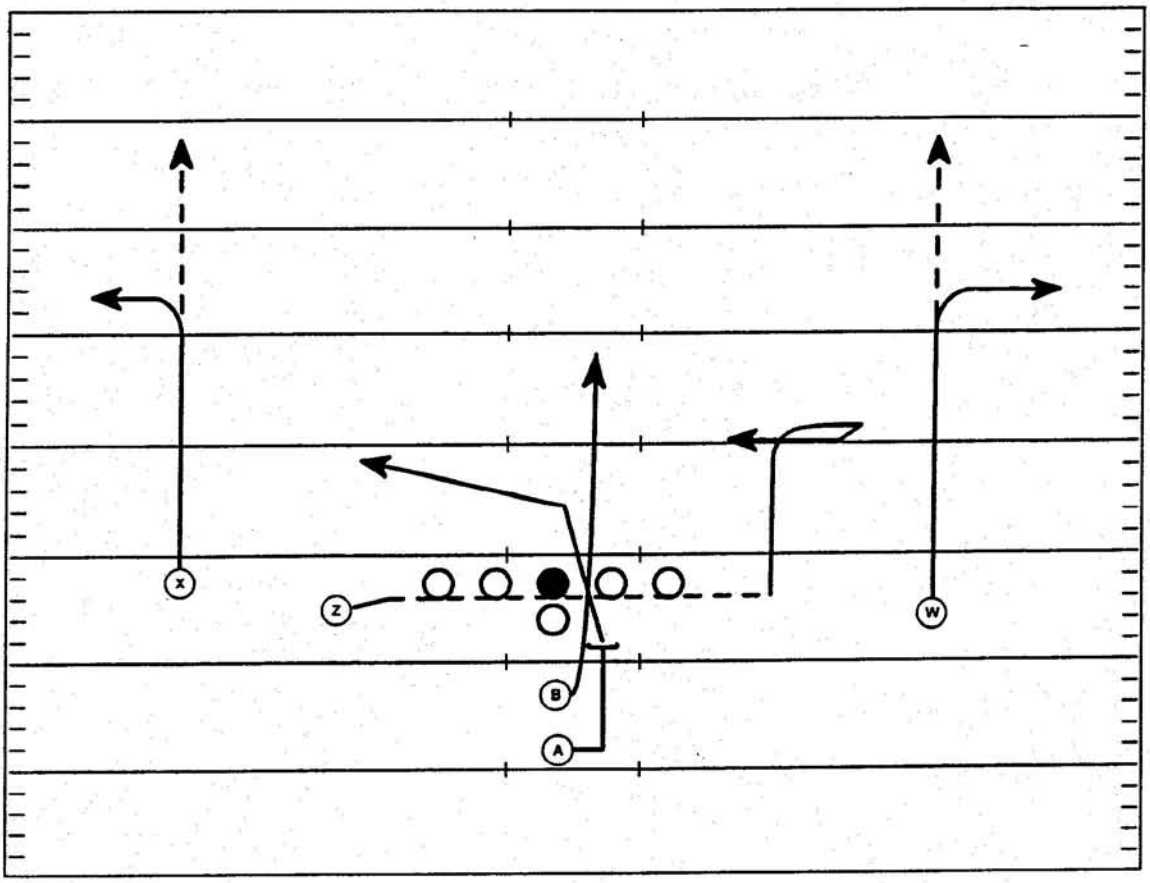
Z: Execute Snake Route - Normal Conversions.

Y: Execute Drag Route.

A: Block Protection Rule - N/T Execute Stop Route.

B: Block Protection Rule - N/T Execute Checkdown.

ZMO TO 0/1 SPREAD 142/3 DUAL F.B Z LOOP



QB: COACHING POINT: 5 Step Play Action Pass - Base Progression Read of B-Z-A. Alert X 1 on 1.

X: Execute Semi Route - Normal Conversions

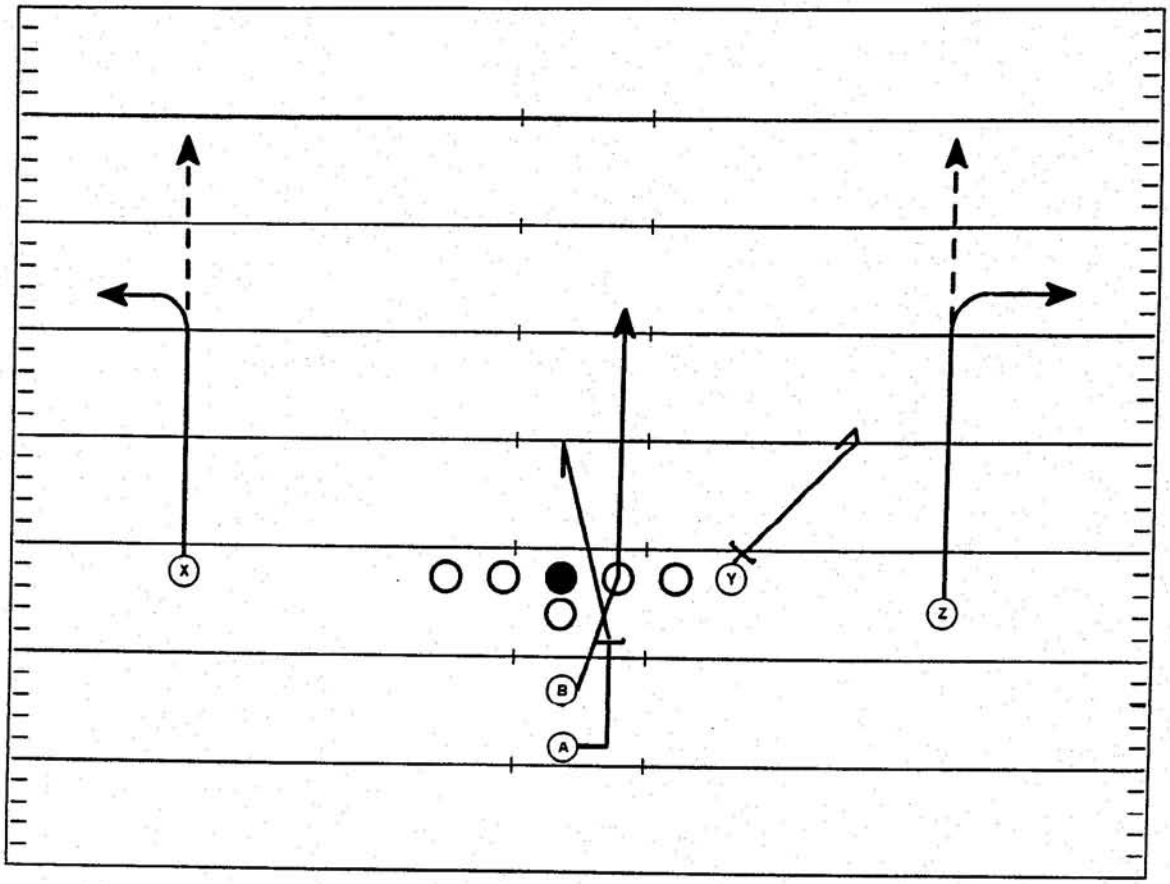
Z: Execute Loop Route - Normal Conversions.

W: Execute Semi Route.

A: Block Protection Rule - N/T Execute Drag Route.

B: Free Release Execute Bluff Streak.

0/1 142/3 SLOW F.B.



QB: COACHING POINT: 5 Step Play Action Pass - Vs- Single High throw Semi away from secondary rotation. -Vs- Cover 2 work B-Z-A/Y

X: Execute Semi Route - Normal Conversions

Z: Execute Semi Route - Normal Conversions.

Y: Slow Protection - N/T - Execute Stop Route.

A: Block Protection Rule - N/T Execute Checkdown Route.

B: Free Release Execute Bluff Streak.

2001 QUICK GAME

90/1,92/3 -

HITCH / SEAM
HITCH GO / SEAM
NOW / HALT
FADE / FADE STOP
RUB
QK OUT

FIRM SCAT -

76/7 FM SCT Y HK /DBL SLANT
76/7 FM SCT Y HK / X PST SEAM
76/7 FM SCT Y HK TRIPLE SLT
62/3 FM SCT HITCH / Z HOOK
62/3 FM SCT ALL SLANT
62/3 FM SCT TRIPLE SLT R NOW

LIZ/RIP

2X2

HITCH(QK OUT) / OPTION (HK)
HITCH(NOW) / OUT
HITCH(NOW) / POST SEAM
HITCH / DBL SLANT
Y HOOK / OPTION
Y HOOK / HITCH (NOW)
ALL SLANT
QK OUT / DBL HOOK

3X1

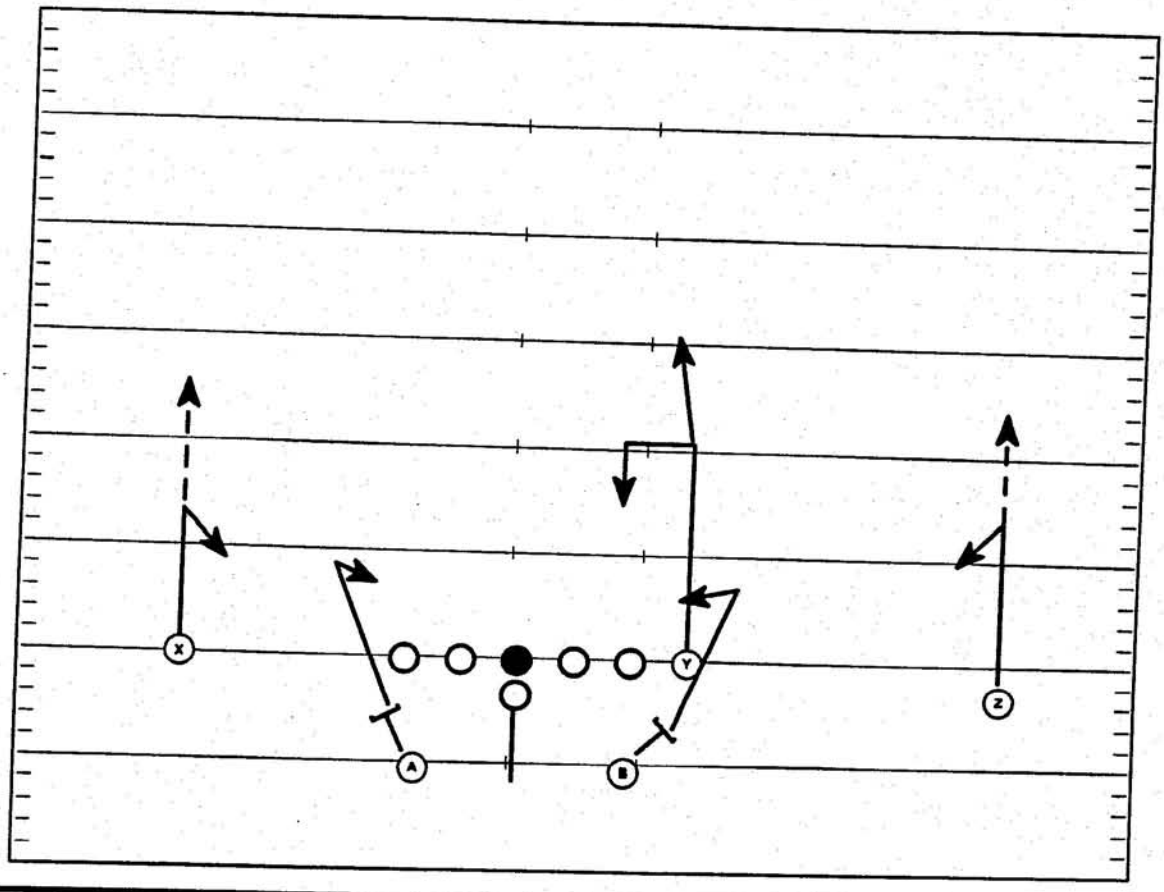
Y(Z) HK/HITCH (NOW)
Y(Z) HOOK / SLANT
Y(Z) HOOK / X QK OUT
TRIPLE SLANT
OPTION / HITCH(NOW)
STOP / FADE / HITCH / SLANT

FIRM

74/5 FIRM DIAG SLANT
74/5 FIRM SLOW Z SLANT GO T/W SEAM
62/3 FIRM STOP / HITCH (QK OUT) (NOW)
62/3 FIRM DBL SLANT (GO) / T(W) DIAGONAL

6/7 92/3 HITCH

161



QB: COACHING POINT: 3 Step Drop - Throw Hitch away from secondary rotation. Vs Pressure be alert to cushion by the corners. Check vs Cover 2.

X: Maximum Split - Execute a 6 Yd Hitch. Do Not Come Back To Ball. Fade vs 2, 2 man, Press

Z: Maximum Split - Execute a 6 Yd Hitch. Do Not Come Back To Ball. Fade vs 2, 2 Man, Press.

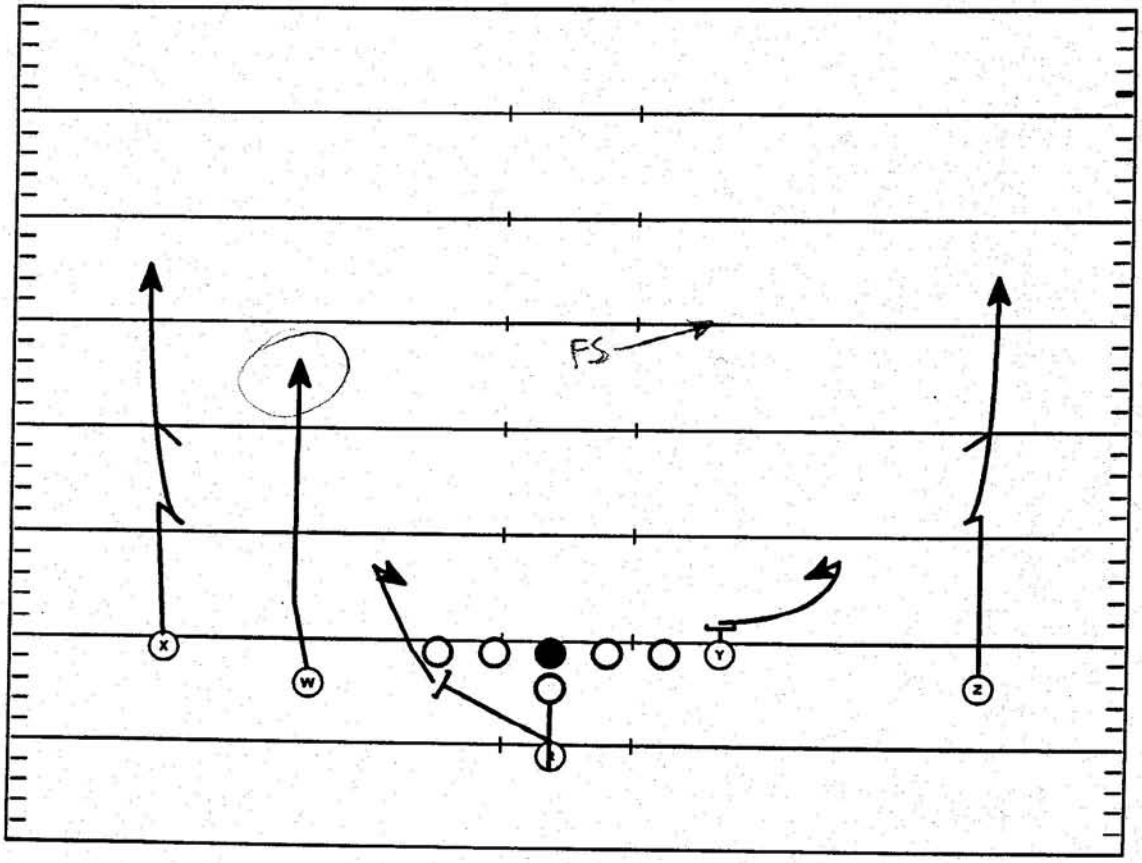
Y: Best Release. Look For Ball Quickly. Not Thrown, Continue On Middle Read Rules.

A: Block Protection Rule - N/T Execute Quick Stop.

B: Block Protection Rule - N/T Execute Quick Stop.

HALT = Hitch that stays on vs Press, otherwise follow regular Hitch rules.
NOW = Receiver catches the ball on the LOS.
FADE STOP = Receiver drives hard to the Fade, QB puts the ball on the WR's back shoulder allowing the WR to stop, turn in and catch the ball.

0/1 OUT 90/1 HITCH GO W/T SEAM



QB: COACHING POINT: 3 Step Drop - Work match-up on Hitch and go to X or Z. If it's not there, Pop back to W/T on seam route.

X: Execute a 5 yard Hitch and Go - Re Hitch at 10 yards Vs. Big cushion. Fade Vs. 2, 2 Man, Press.

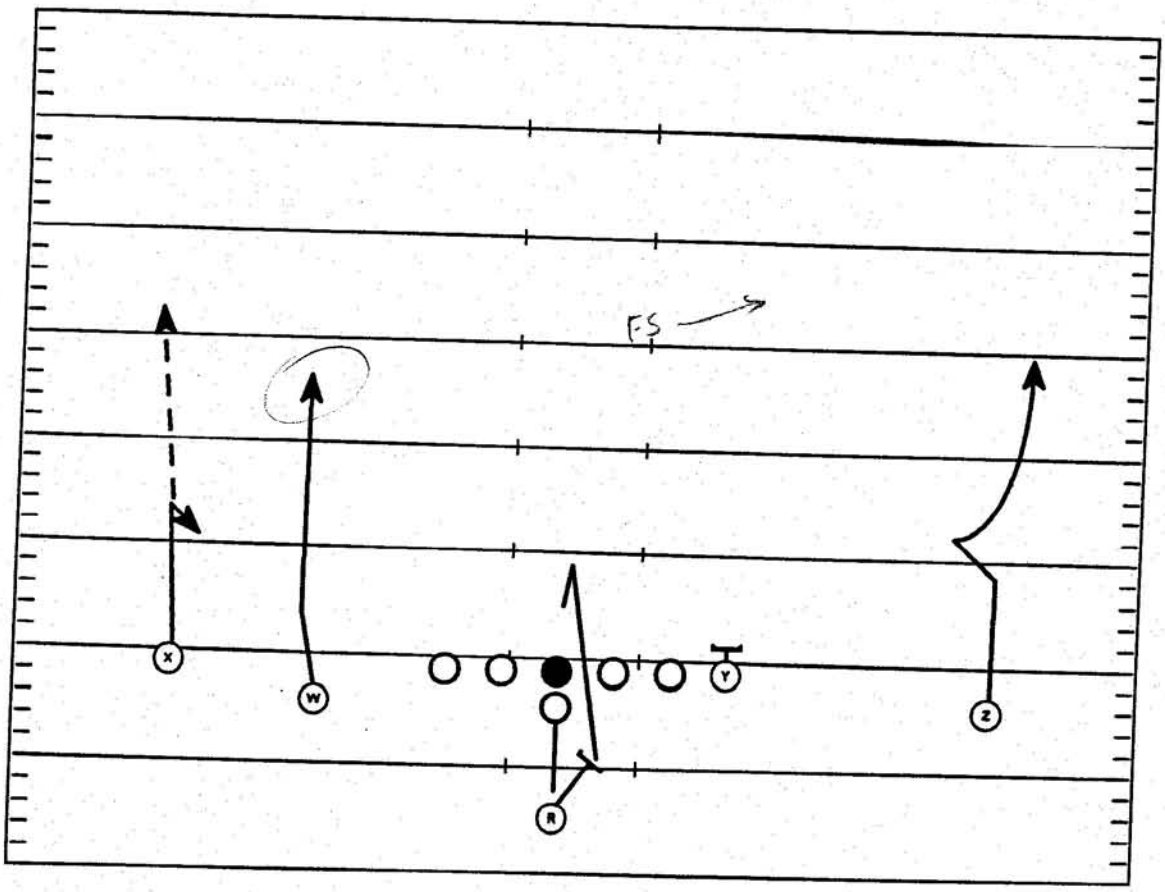
Z: Execute a 5 yard Hitch and Go - Re Hitch at 10 yards Vs. Big cushion. Fade Vs. 2, 2 Man, Press.

Y: Block Protection Rule - N/T Execute Qk Stop.

W/T: Execute a Seam Route down the top of the numbers, Vs. Cover 2, take the middle.

R: Block Protection Rule, N/T Execute Quick Stop.

0/1 OUT 74/5 FIRM Z SLANT GO W SEAM



QB: COACHING POINT: Full 3 Step Drop - Pump Fake, look to get Z on Slant Go, Pop Backside W-X.

X: Execute 6 yard Hitch Route. - Normal Conversions.

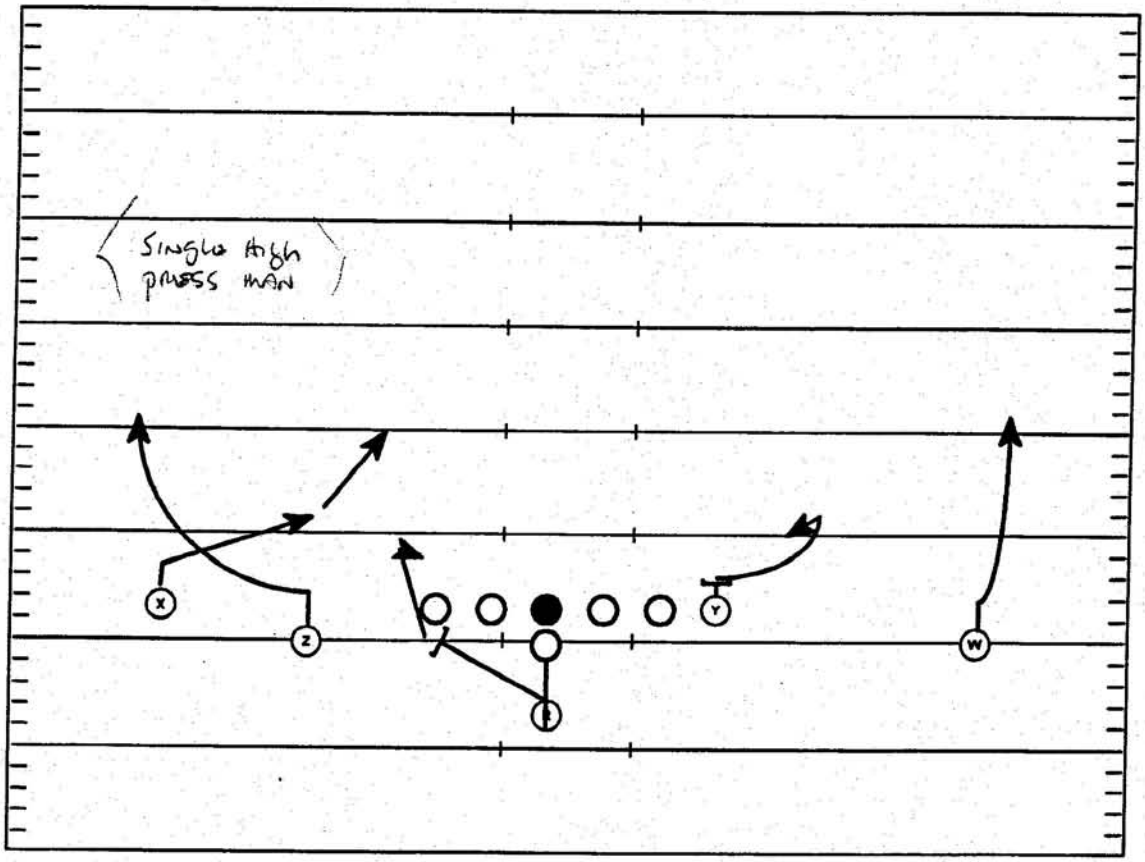
Z: Execute Slant and Go. (Sell the Slant)

Y: Block Protection Rule.

W/T: Execute a Seam Route down the top of the numbers, Vs. Cover 2, take the middle.

R: Block Protection Rule, N/T Execute Quick Checkdown.

0/1 SW 90/1 RUB (W FADE)



QB: COACHING POINT: This is an Audible Vs. Double Press Man in the Tite Red Area. Must See man over Z, Alert for him running over the top.

X: Take One Step Up Field, Run through outside Hip of Man over Z. Must Look back to QB.

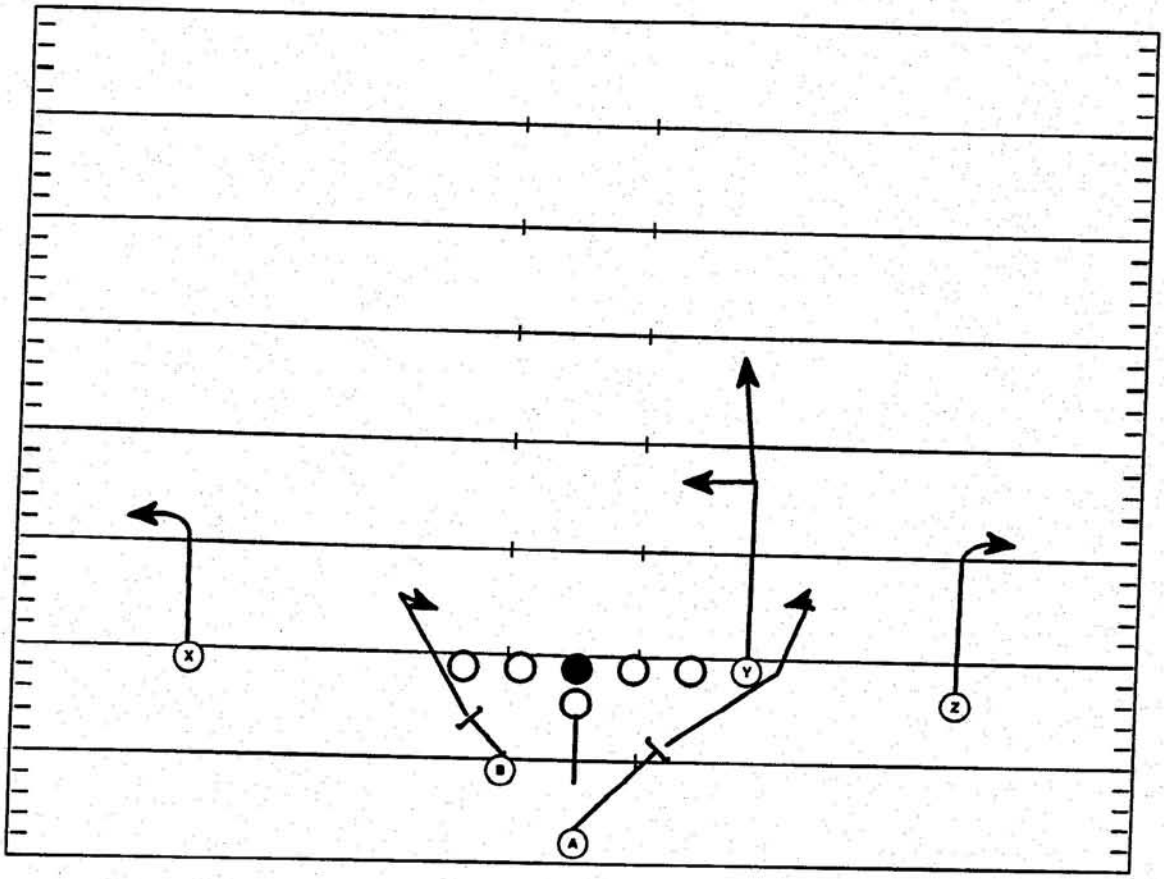
Z: Set defender and Rub off of X to Back Cone.

Y: Block Protection Rule - N/T Execute Qk Stop.

W: Execute Fade Route.

R: Block Protection Rule, N/T Execute Quick Stop.

0/1 WK 92/3 QK OUT



QB: COACHING POINT: 3 Step Drop - Throw Qk-Out away from Secondary Rotation. Vs. Pressure be Alert to Cushion By the Corners. Check Vs. Cov 2.

X: Normal Split - Execute 4 step Speed Out. Fade Vs. 2, 2 Man, Press.

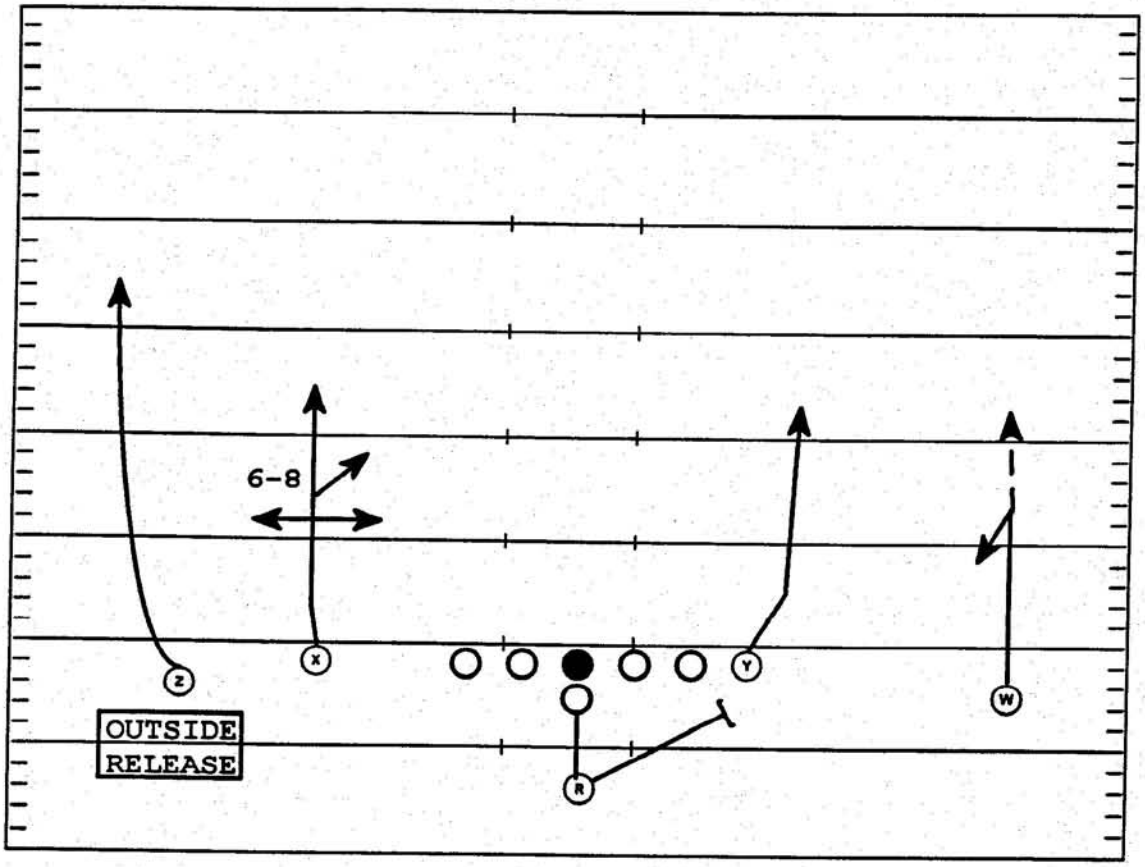
Z: Normal Split - Execute 4 Step Speed Out. Fade Vs. 2, 2 Man, Press.

Y: Best Release, Look for Ball Quickly. Not Thrown, Continue on Middle Read Rules.

A: Block Protection Rule - N/T Execute Quick Stop.

B: Block Protection Rule - N/T Execute Quick Stop.

0/1 TWINS WIDE LIZ/RIP HITCH X OPTION



QB: COACHING POINT: 3 Step Drop - vs Off corner on W throw the Hitch. Vs Weak roll eliminate the Hitch and come back to the X on the Option route.

X: Execute a 6-8 yard Option Route.

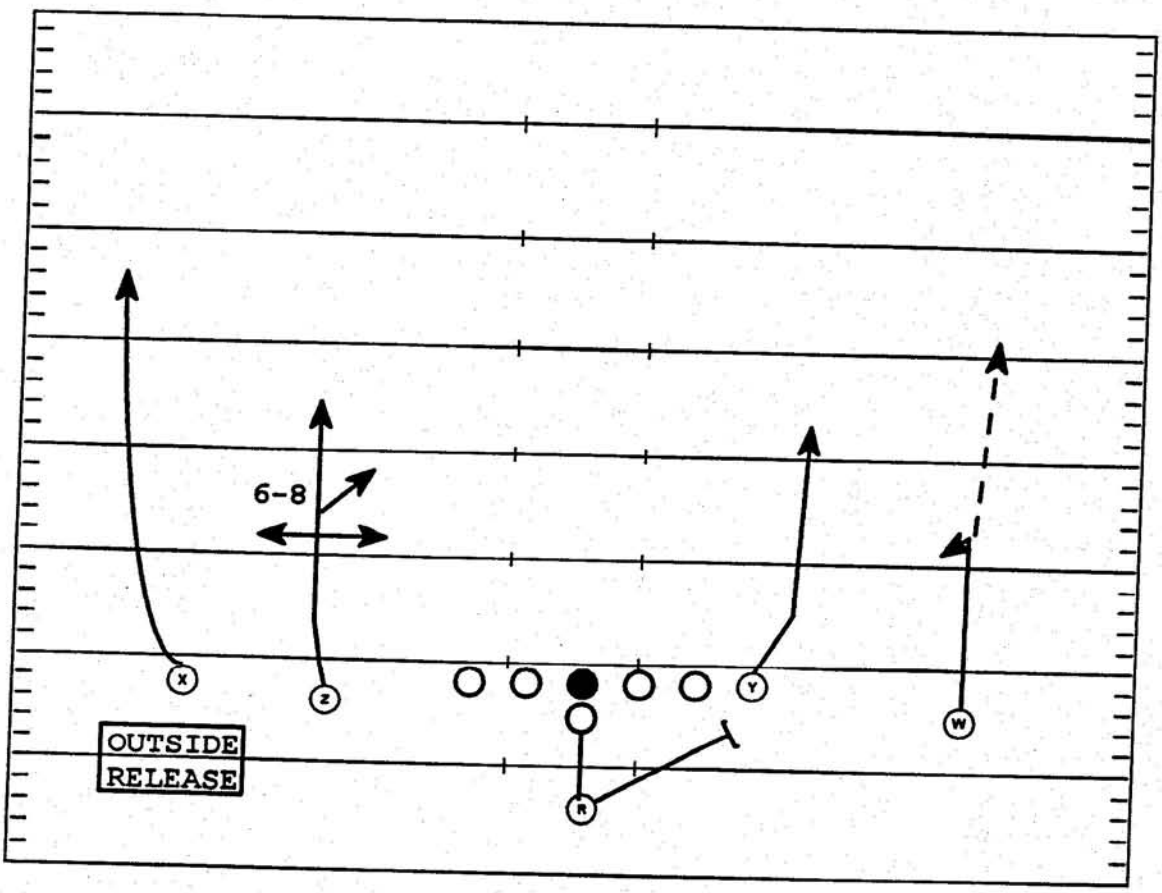
Z: Execute an Outside Release go Route.

Y: Execute a Seam Route

W: Execute a 6 Yd Hitch - Normal Conversions

R: Block Protection Rule

0/1 SLOT WIDE LIZ/RIP HITCH Z OPTION



QB: COACHING POINT: 3 Step Drop - vs Off corner on W throw the Hitch. Vs Weak roll eliminate the Hitch and come back to the Z on the Option route.

Z: Execute a 6-8 yard Option Route.

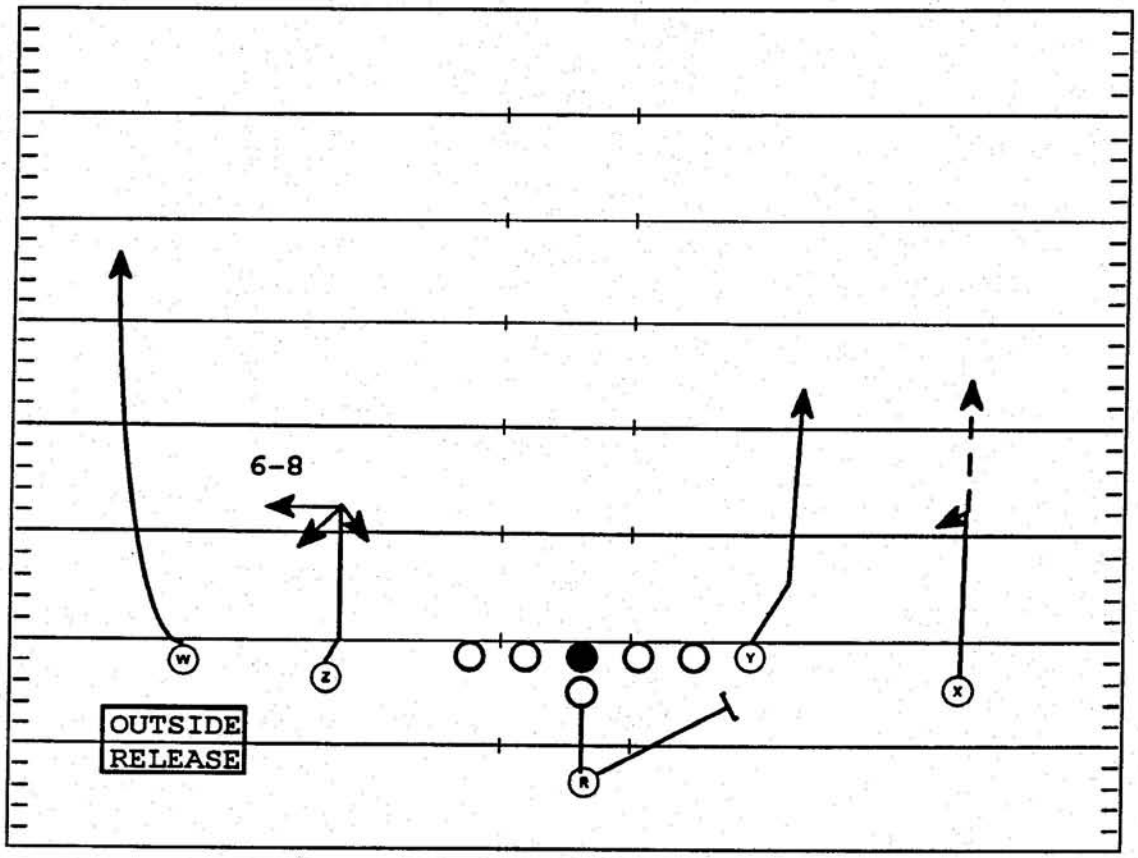
X: Execute an Outside Release Go Route.

Y: Execute a Seam Route

W: Execute a Hitch - Normal Conversions

R: Block Protection Rule

CHANGE 0/1 SLOT WIDE LIZ/RIP X HITCH Z HOOK



QB: COACHING POINT: 3 Step Drop - vs Off corner on X throw the Hitch. Vs Weak roll eliminate the Hitch and come back to the Z on the Hook route.

X: Execute a 6 yard Hitch Route - Normal Conversions.

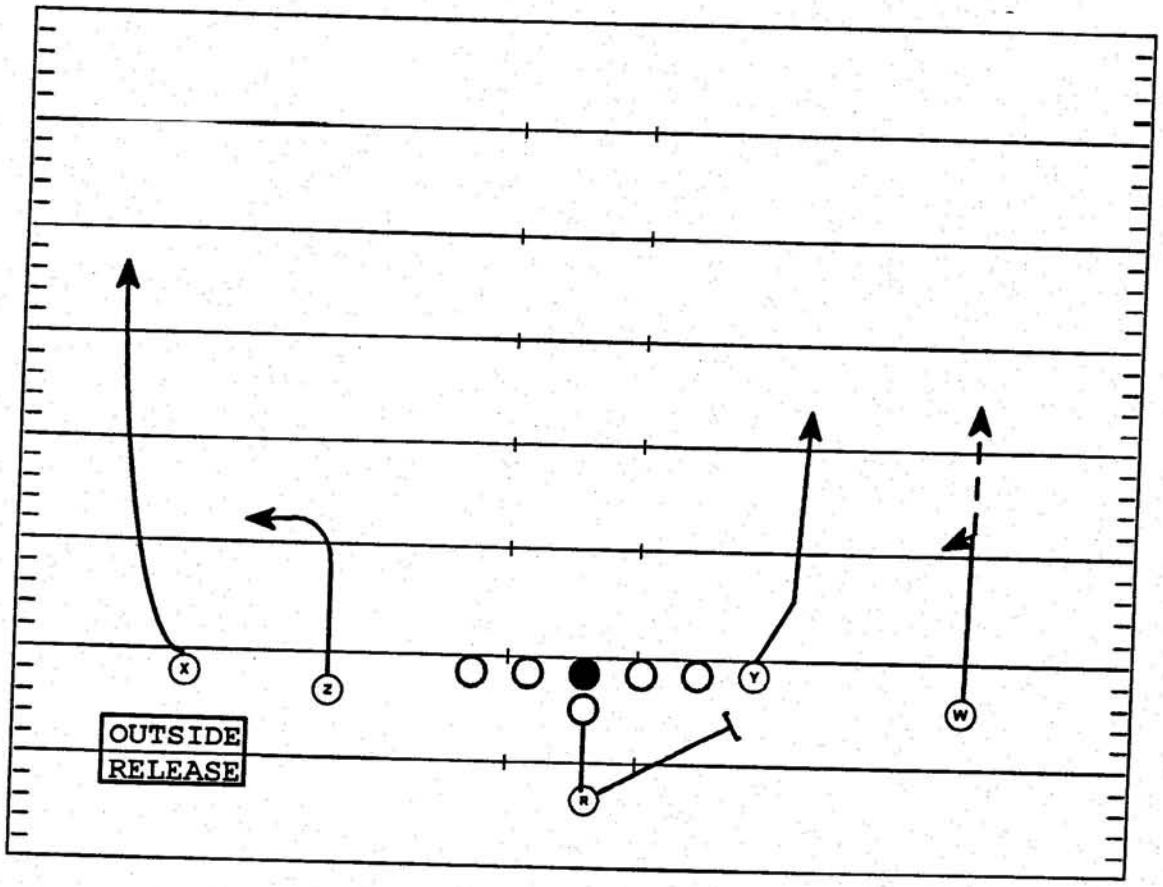
Z: Execute an 6 yard Hook Route.

Y: Execute a Seam Route

W: Execute a Outside Release Go Route.

R: Block Protection Rule

0/1 SLOT WIDE LIZ/RIP HITCH Z OUT



QB: COACHING POINT: 3 Step Drop - vs Off corner on W throw the Hitch. Vs Weak roll eliminate the Hitch and come back X to Z. Hold Safety and Key to Corner.

X: Execute a Outside Release Go Route. Look for the Ball Between 12 and 15 yards.

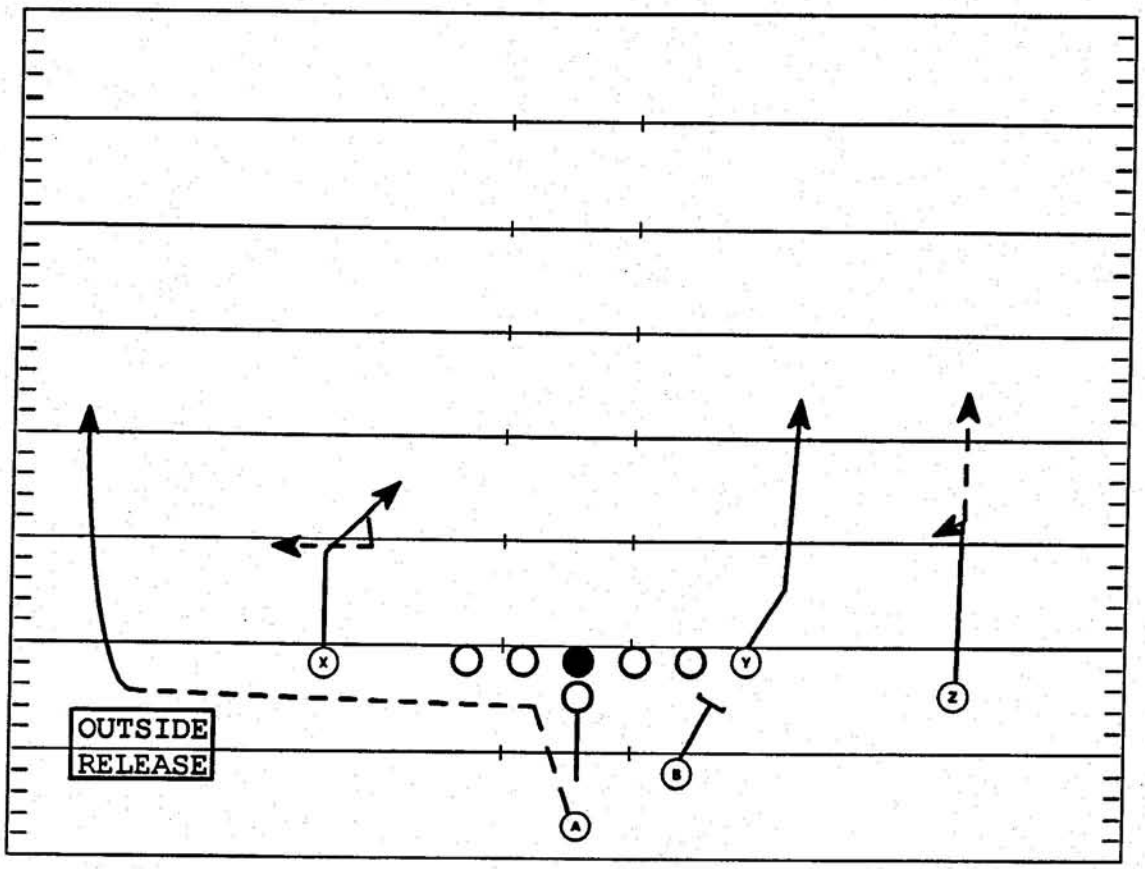
Z: Execute an 6 yard Out Route.

Y: Execute a Seam Route

W: Execute a 6 yard Hitch. Normal Conversions.

R: Block Protection Rule

0/1 STRONG A FLY - LIZ/RIP HITCH X POST SEAM



QB: COACHING POINT: 3 Step Drop - Alert Match Ups! Progression of Z - X. Understand X's Route converts to a Pivot Vs. Wall Technique.

X: Execute a 3 Step Post Seam - If defender Walls Convert to Pivot.

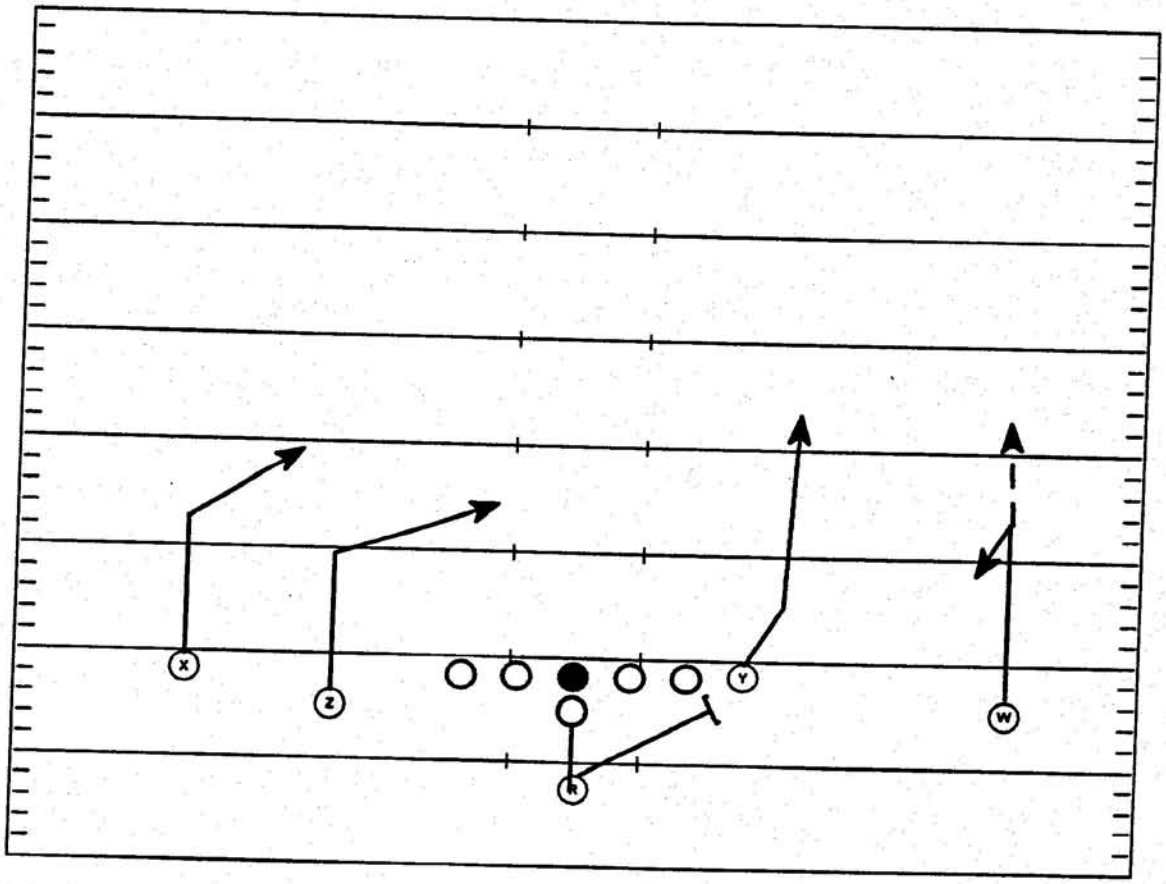
Z: Execute an 6 yard Hitch. Normal Conversions.

Y: Execute a Seam Route

A: Extended Motion - Execute an Outside Release Go Route.

B: Block Protection Rule

0/1 SLOT WIDE RIP/LIZ HITCH DOUBLE SLANT



QB: COACHING POINT: 3 Step Drop - vs Off corner on W throw the Hitch. Vs Weak roll come back Z-X. Be alert to the technique of man over Z.

X: Execute a 3 Step Slant.

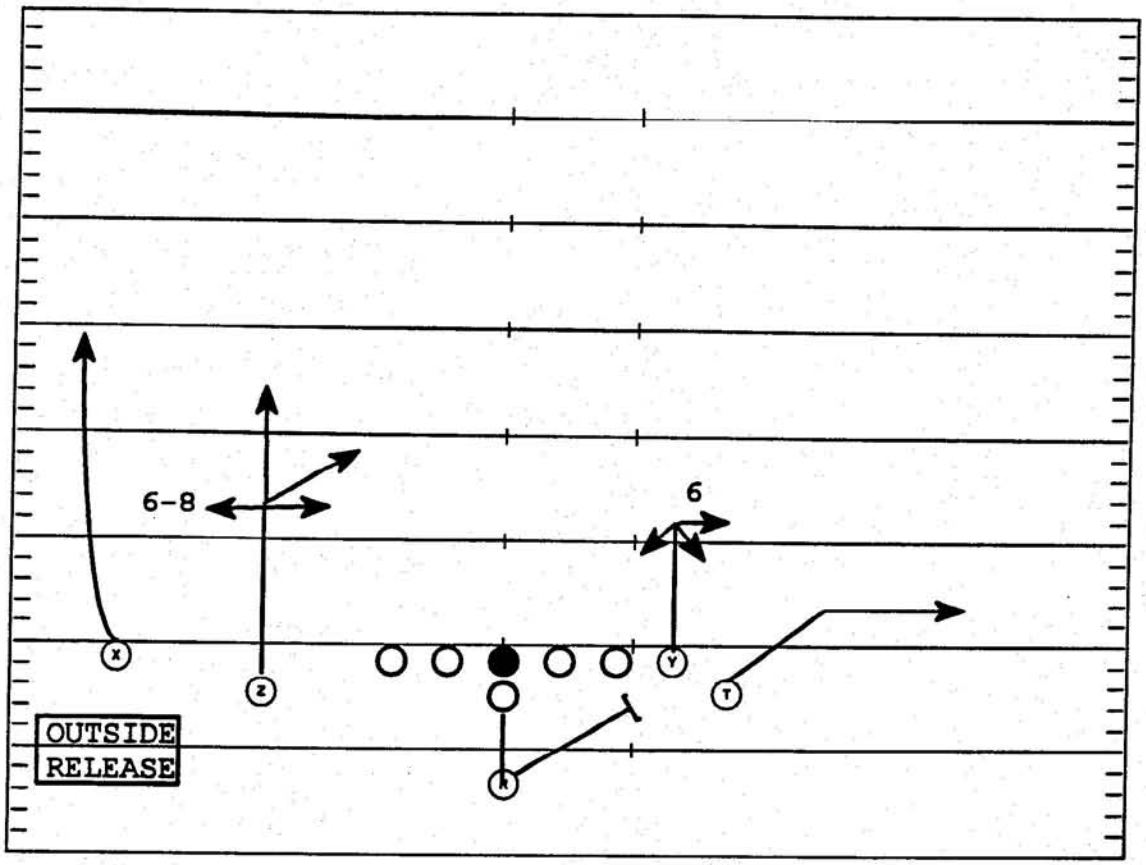
Z: Execute a 1-3 Step Slant.

Y: Execute a Seam Route.

W: Execute a 6 Yd Hitch - Normal Conversions.

R: Block Protection Rule.

0/1 FLOOD SLOT LIZ/RIP Y HOOK Z OPTION



QB: COACHING POINT: Full 3 step drop. Progression read of T-Y-Z. If T outleverages the defense, give him the ball. vs a 3 on 2 look to the Y and T eliminate that side and come back to Z on Option as #1.

PROGRESSION: 1. T 2. Y 3. Z

X: Execute an Outside Release Go Route

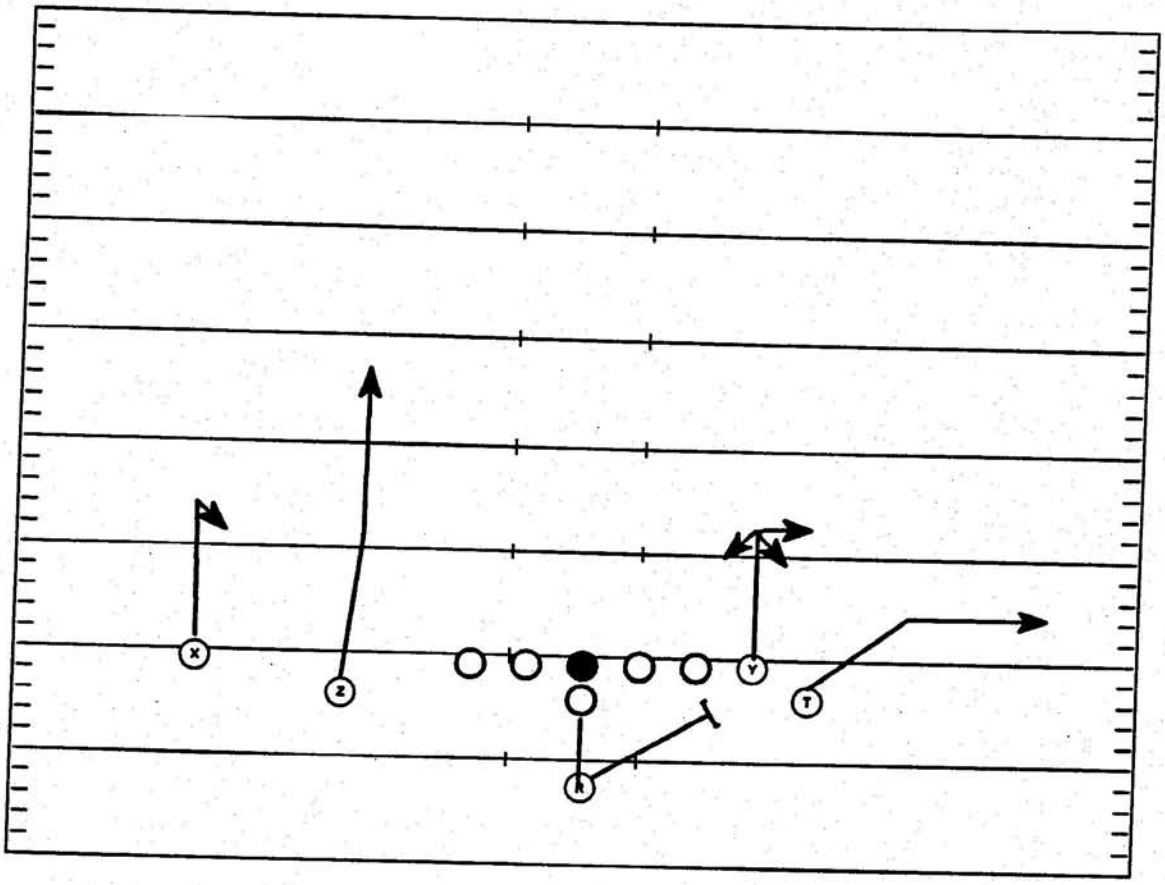
Z: Execute a 6-8 Yd Option Route

Y: Execute a 6 Yd Hook Route

T: Execute an Arrow Route

B: Block Protection Rule

0/1 FLOOD SLOT LIZ/RIP Y HOOK X HITCH / NOW



QB: COACHING POINT: 3 Step Drop. Vs. Off Corner throw the Hitch (Now) to X. Vs. Corner roll Read Y Hook Side T-Y.

X: Execute 6 yard Hitch Route - Normal Conversions.

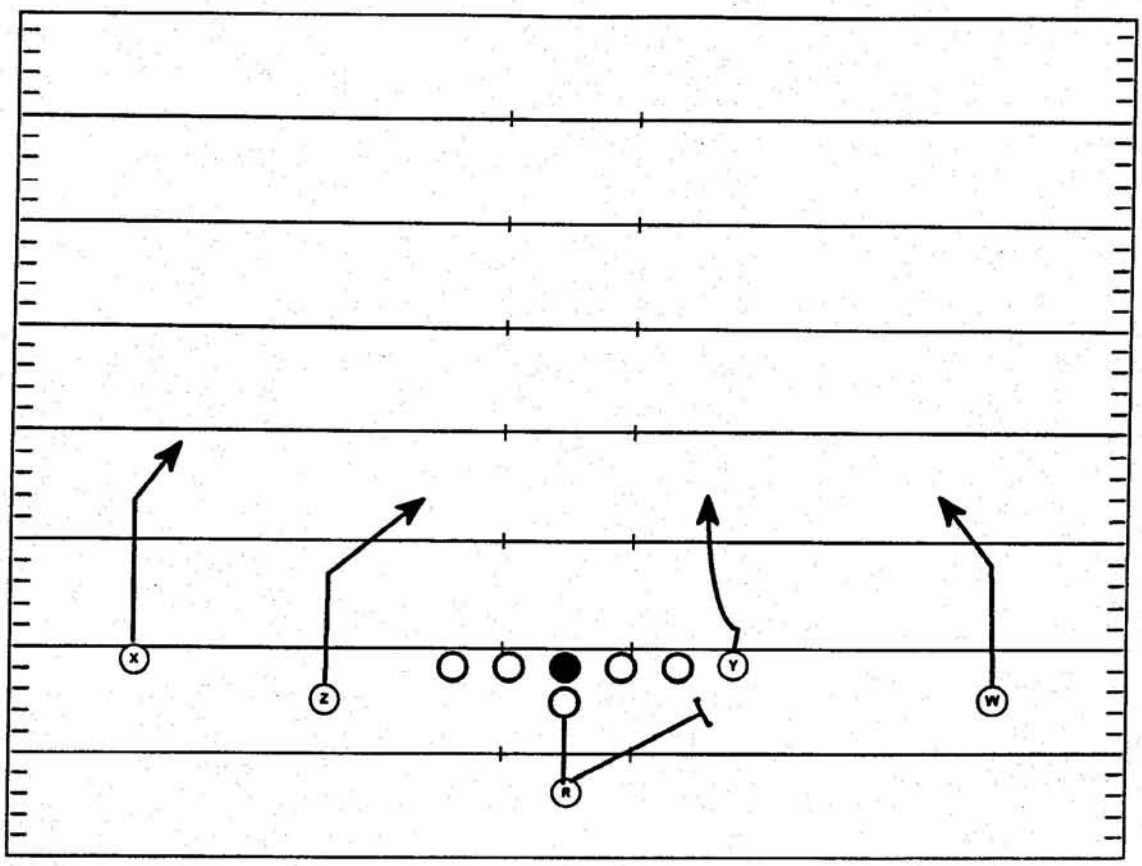
Z: Execute Seam Route.

Y: Execute a 6 Yd Hook Route

T: Execute an Arrow Route

B: Block Protection Rule

0/1 SLOT WIDE LIZ/RIP ALL SLANT



QB: COACHING POINT: 3 Step Drop - Throw off of the movement of the Middle Linebacker. You can eliminate Inside slant Pre-Snap.
NOTE: Vs. Cover 34 Sky Alert to Signal Hitch.

X: Execute Slant Route.

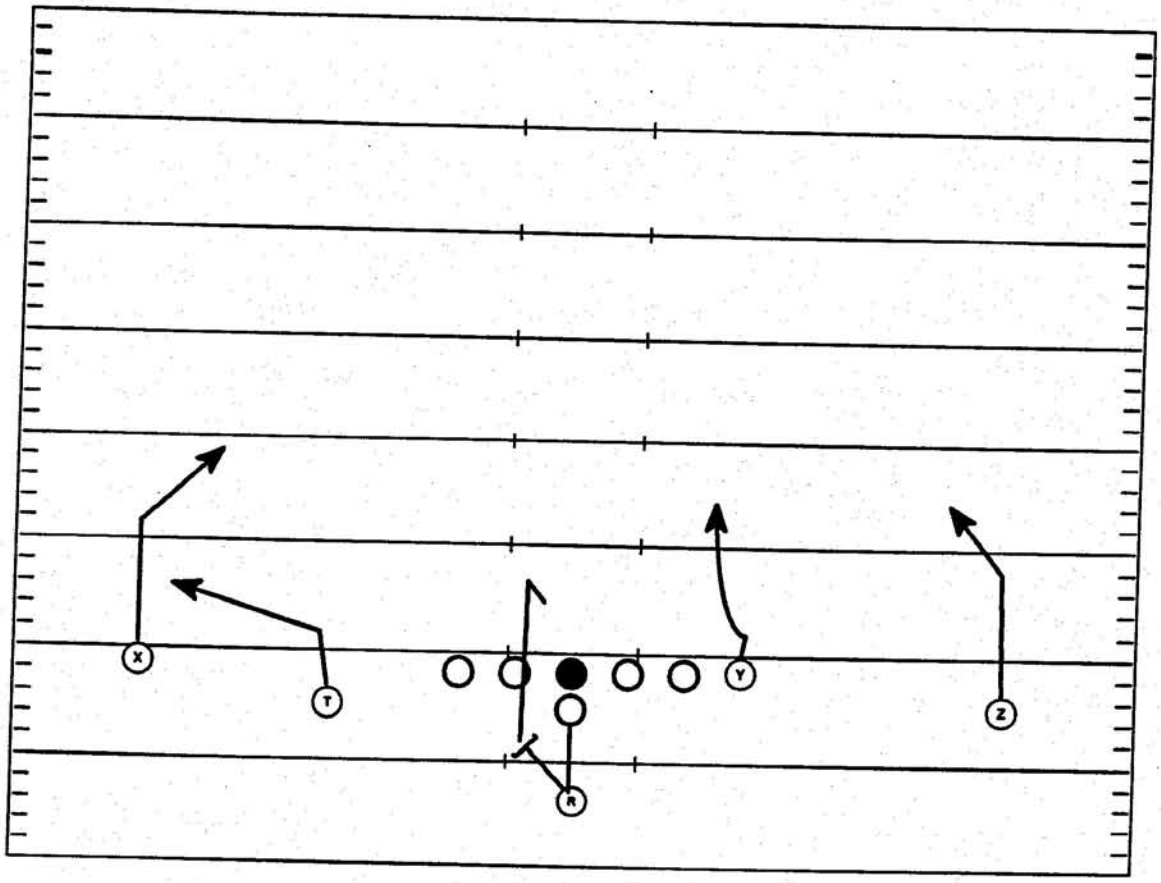
Z: Execute a 1-3 Step Slant.

Y: Execute a Seam Route.

W: Execute a 3 Step Slant.

R: Block Protection Rule.

0/1 OUT 62/3 FIRM DBL SLANT T DIAGNOL



QB: COACHING POINT: 3 Step Combo Call -Vs- Single High work X-T-R. Vs- cover 2 work Z to R.

X: Execute Slant Route.

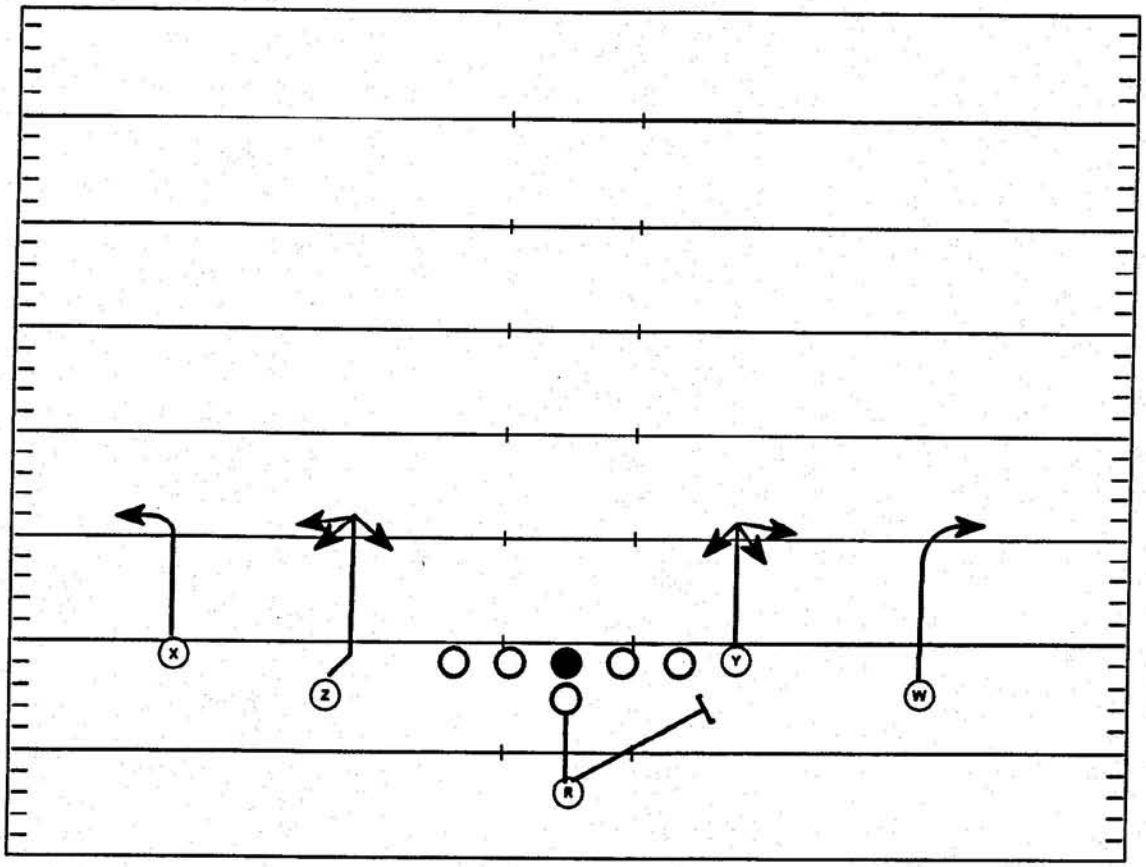
Z: Execute Slant Route.

Y: Execute Tight Seam Route - Keep Sam L.B Inside.

T: Execute an Arrow Route.

R: Block Protection Rule - N/T Execute Qk. Checkdown.

0/1 SLOT WIDE LIZ/RIP QK. OUT DBL HOOK



QB: COACHING POINT: 3 Step Drop - Read away from the Secondary Rotation. Vs. Cover 2 Throw off the Middle Linebacker to the Hook.

X: Execute Quick Out. Normal COnversions.

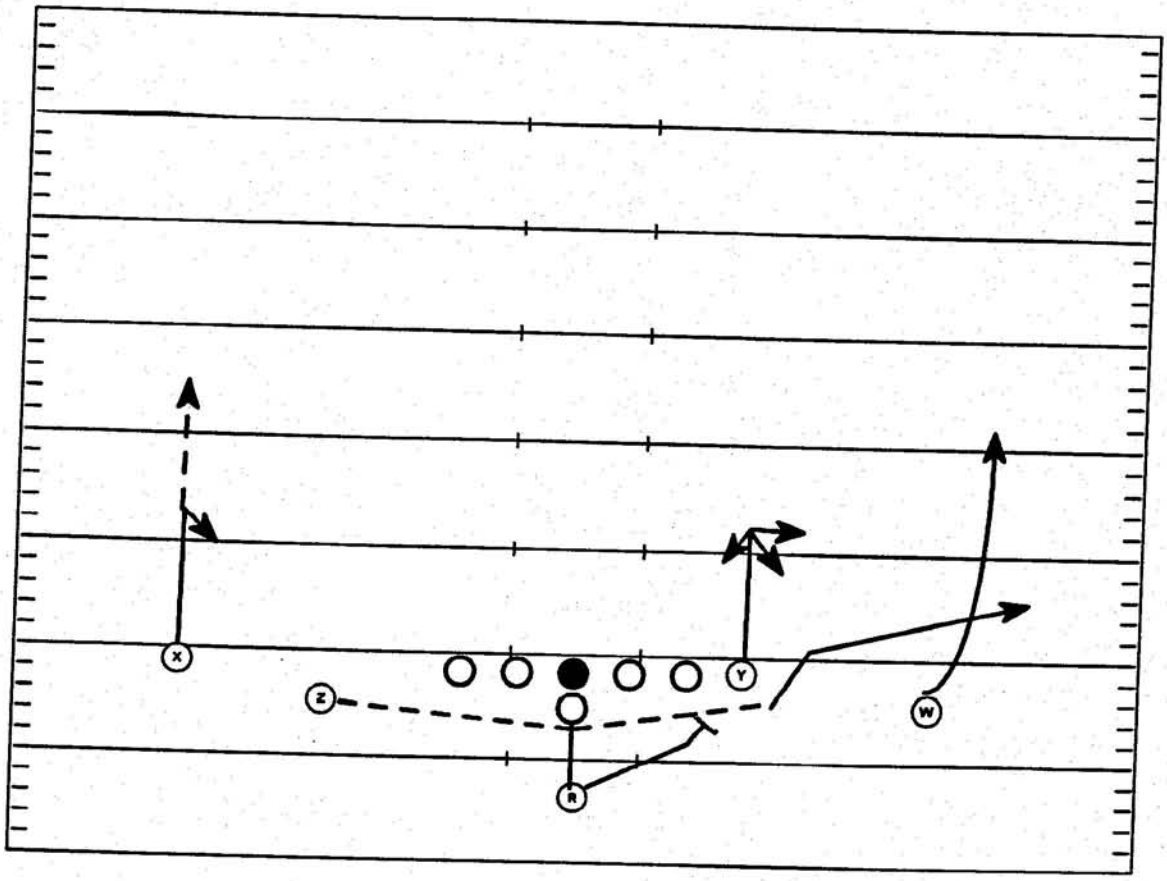
Z: Execute 6 yard Hook Route.

Y: Execute 6 yard Hook Route.

W: Execute Quick Out. Normal Conversions.

R: Block Protection Rule.

0/1 SW ZMO LIZ/RIP Y HOOK X HITCH (NOW)



QB: COACHING POINT: 3 Step Drop. Base Progression Read X-Y-Z. Vs. Cov. 2 Eliminate X and work Y-Z.

X: Execute 6 yard Hitch. Normal Conversions.

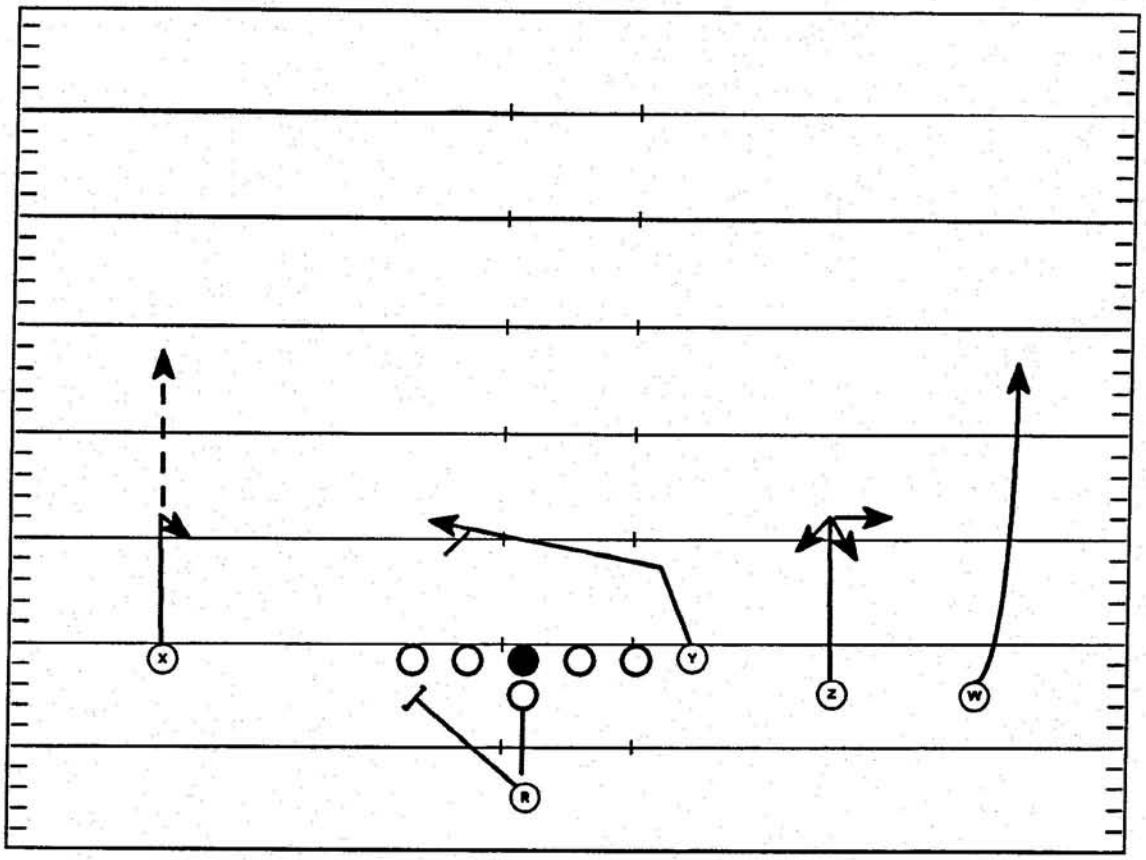
Z: Execute Diagnol Route. (When in Wider Execute 6 yard out)

Y: Execute 6 yard Hook Route.

W: Outside Release Go Route.

R: Block Protection Rule.

0/1 WDR RIP/LIZ Z HOOK X HITCH



QB: COACHING POINT: 3 Step Drop. Vs. Off Corner throw Hitch to X
If Corner Rolled or Sky Player work Y-Z.

X: Execute 6 yard Hitch. Normal Conversions.

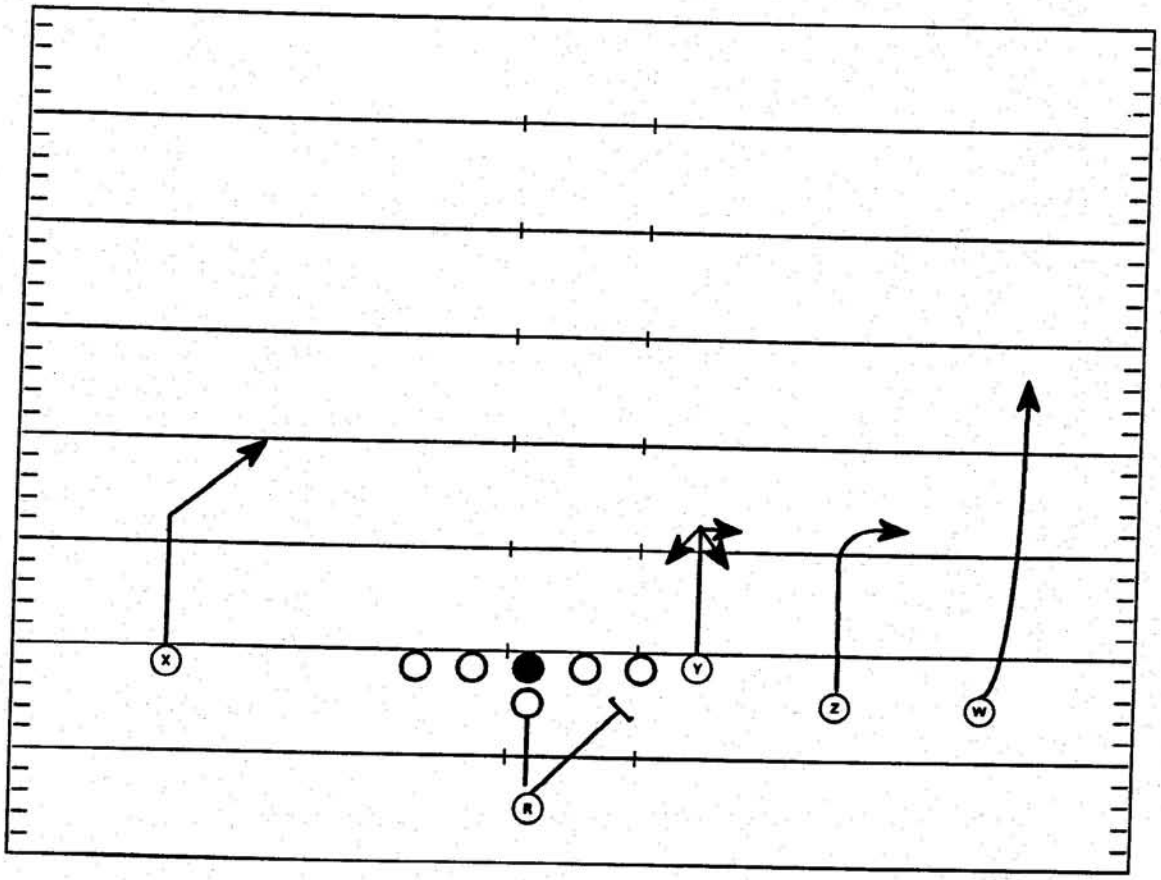
Z: Execute 6 yard Hook Route.

Y: Execute Slant Route - Be Alert to Hook Up at opposite Tackle.

W: Execute Outside Release - Go Route.

R: Block Protection Rule.

0/1 WDR LIZ/RIP Y HOOK X SLANT



QB: COACHING POINT: 3 Step Drop. Base Progression read of X-Y-Z. Vs. Sky player weak eliminate X and work Z-Y.

PROGRESSION: 1. X 2. Y 3. Z

X: Execute a 3 step Slant Route.

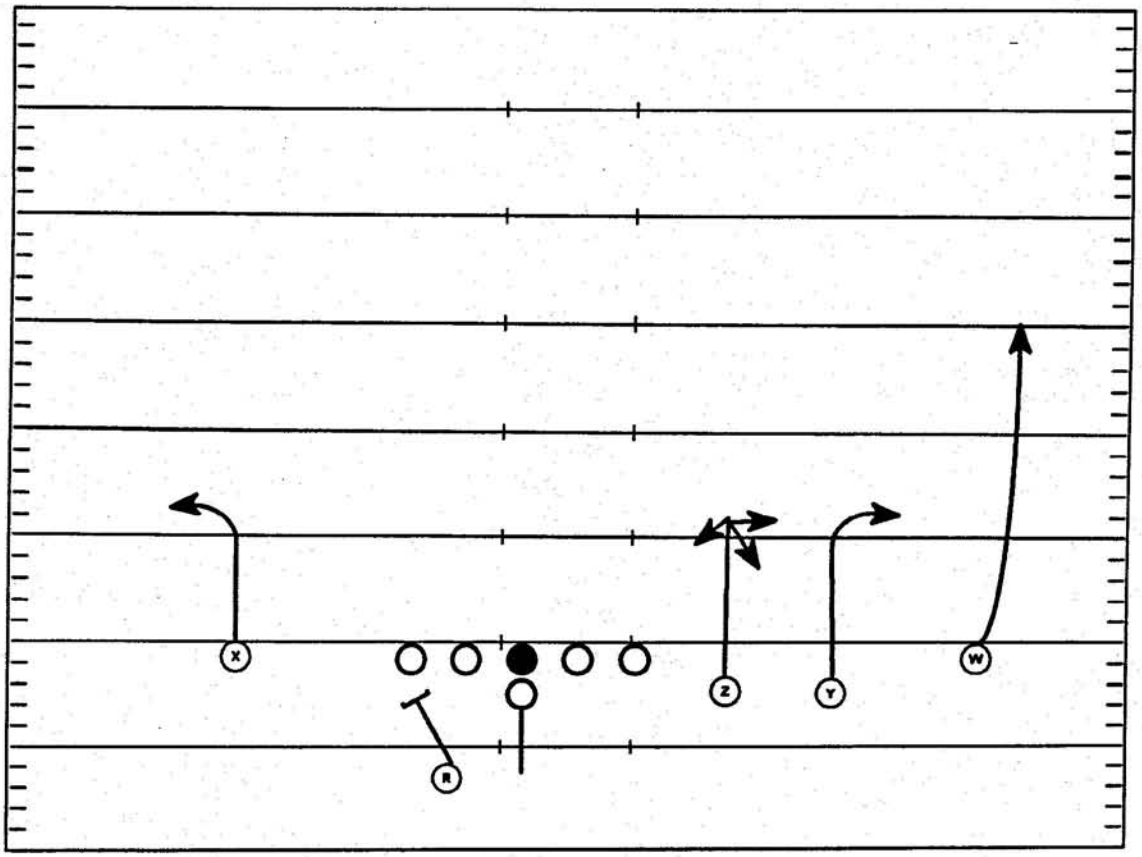
Z: Execute 6 yard Out Route.

Y: Execute a 6 yard Hook Route.

W: Execute Outside Release - Go Route.

R: Block Protection Rule.

2/3 SPLIT WDR RIP/LIZ Z HOOK X QK OUT



QB: COACHING POINT: 3 Step Drop. Vs. Off Corner Throw Qk Out to X. Vs. Corner Rolled or Sky Player Wk, work Z-Y.

X: Execute a 4 step Speed Out - Normal Conversions.

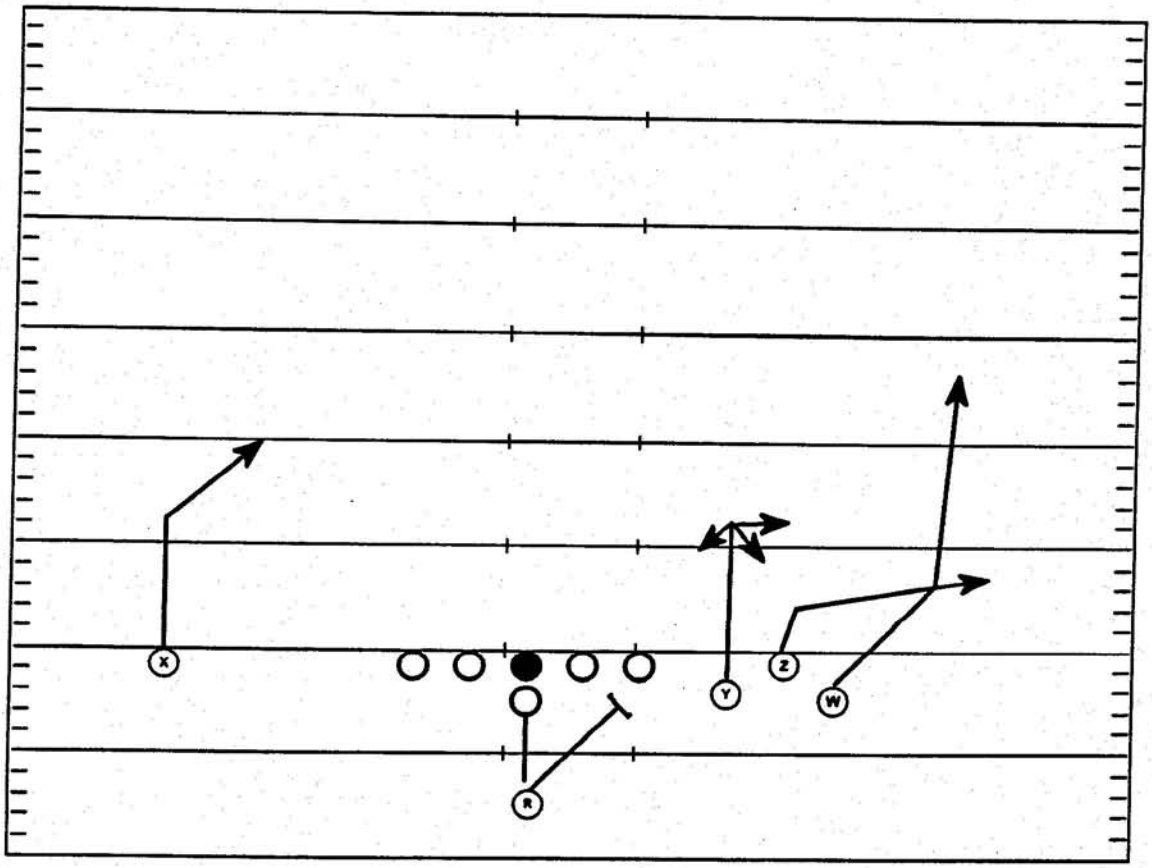
Z: Execute 6 yard Hook Route.

Y: Execute a 6 yard Out.

W: Execute Outside Release - Go Route.

R: Block Protection Rule.

FLD RT/LT BNCH RIP/LIZ Y HOOK X SLANT



QB: COACHING POINT: 3 Step Drop. Base Progression read of X-Y-Z. Vs. Sky player weak, and 2 Squeeze eliminate X and work Z-Y.

X: Execute a 3 step Slant Route.

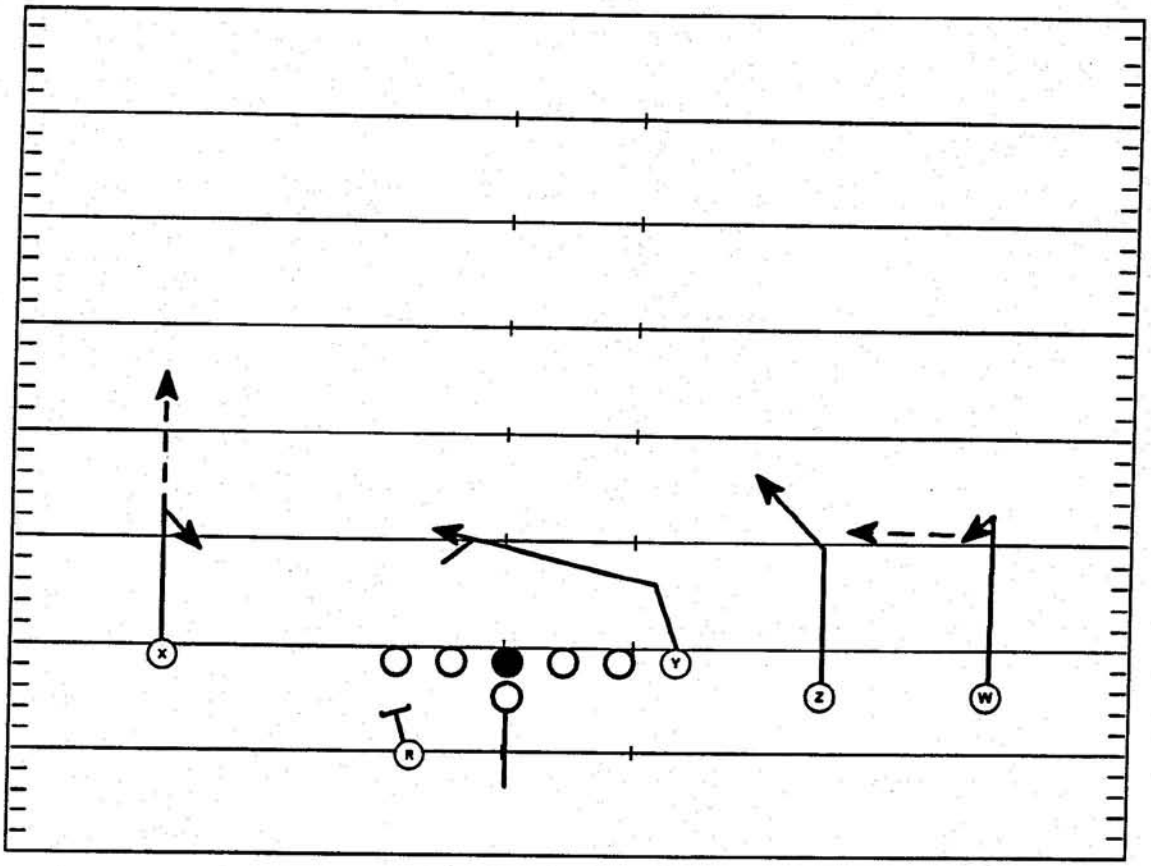
Z: Execute Arrow Route.

Y: Execute a 6 yard Hook Route.

W: Expand and Execute a Go Route.

R: Block Protection Rule.

2/3 WIDER RIP/LIZ TRIPLE SLANT



QB: COACHING POINT: 3 step drop. Base progression of Y-Z-W. Be alert to X 1 on 1 for the Hitch. You must understand what the LBs are doing on their drops.

PROGRESSION: 1. Y 2. Z 3. W

X: Execute a Hitch - Normal Conversions

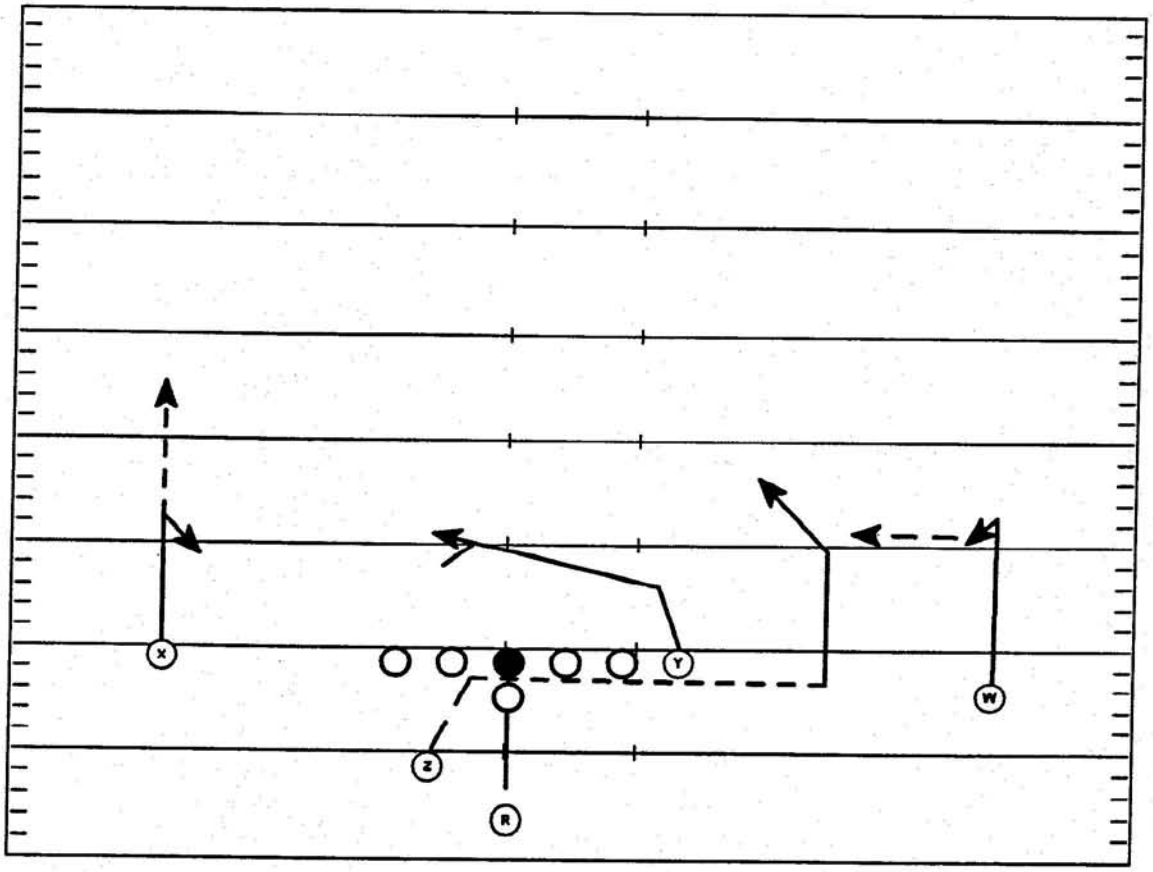
Z: Execute 3 Step Slant In Front of Flat Defender

Y: Execute a Slant thru inside shoulder of DB. Be Alert to hook up at Opposite Tackle.

W: Execute a 5 yard Smash Route.

R: Block Protection

ZOOM 0/1 WIDER RIP/LIZ TRIPLE SLANT



QB: COACHING POINT: 3 step drop. Base progression of Y-Z-W. Be alert to X 1 on 1 for the Hitch. You must understand what the LBs are doing on their drops.

PROGRESSION: 1. Y 2. Z 3. W

X: Execute a Hitch - Normal Conversions

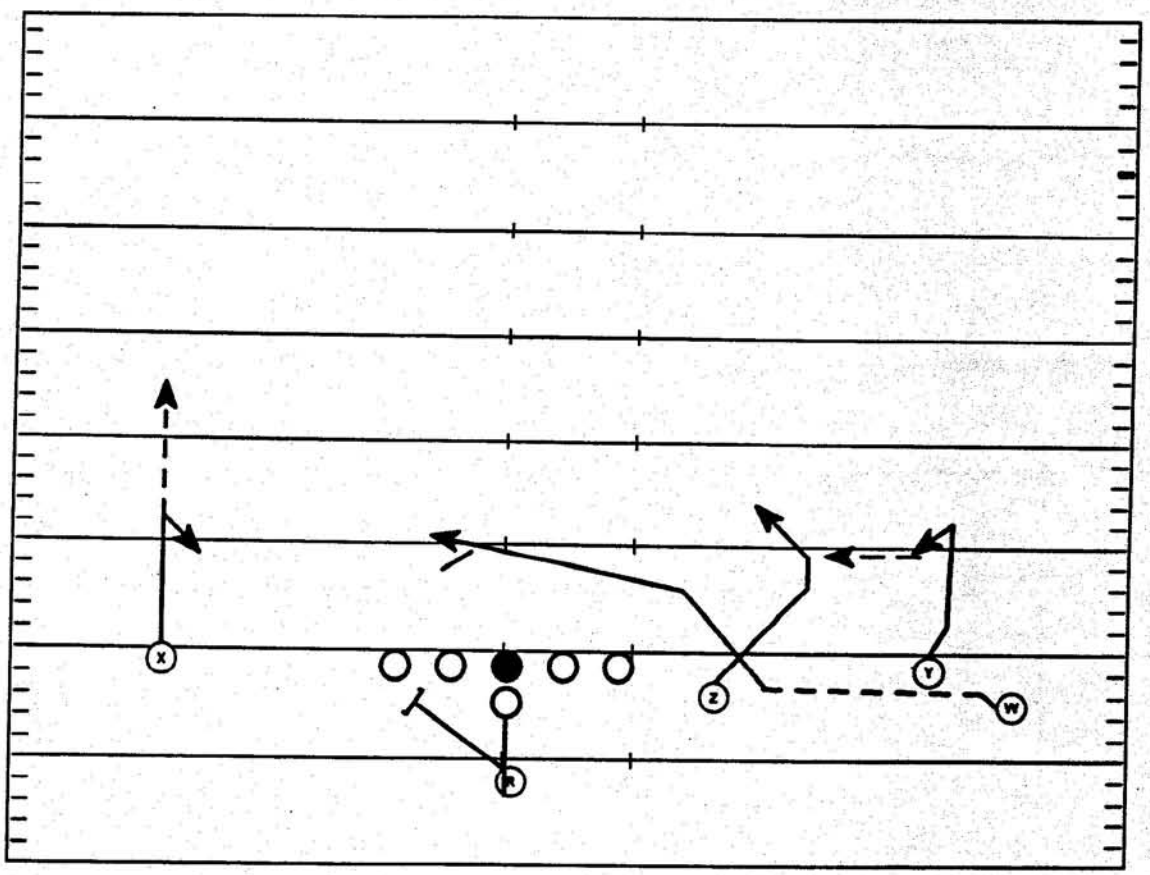
Z: Execute 3 Step Slant In Front of Flat Defender

Y: Execute a Slant thru inside shoulder of DB. Be Alert to hook up at Opposite Tackle.

W: Execute a 5 yard Smash Route.

R: Block Protection

0/1 SPLIT WIDE WHF RIP/LIZ TRIPLE SLANT



QB: COACHING POINT: 3 step drop. Base progression of W-Z-Y. Be alert to X 1 on 1 for the Hitch. You must understand what the LBs are doing on their drops.

X: Execute a Hitch - Normal Conversions

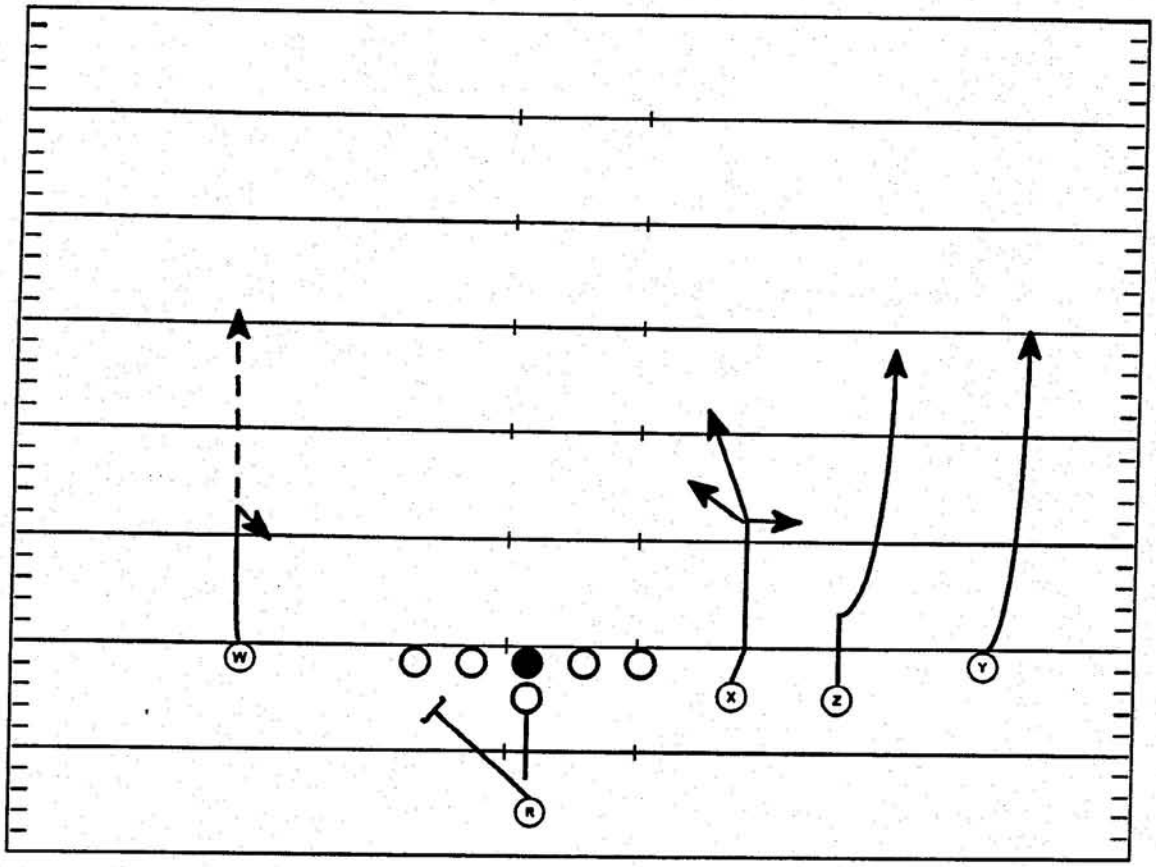
Z: Execute 3 Step Slant In Front of Flat Defender - ***(EXPAND)***

Y: Execute a 5 yard Smash Route.

W: Execute Slant Route Be Alert to Hook up at opposite Tackle.

R: Block Protection

TAXI RT/LT RIP/LIZ X OPTION W HITCH
CAB RT/LT RIP/LIZ W OPTION X HITCH
0/1 SPLIT WDR RIP/LIZ Z OPTION X HITCH



QB: COACHING POINT: 3 Step Drop. If you have Hitch to W take it. If you eliminate the Hitch come back to X on Option. Vs. Cover 2 understand X can take it through the middle.

X: Execute 6 yard option Route.

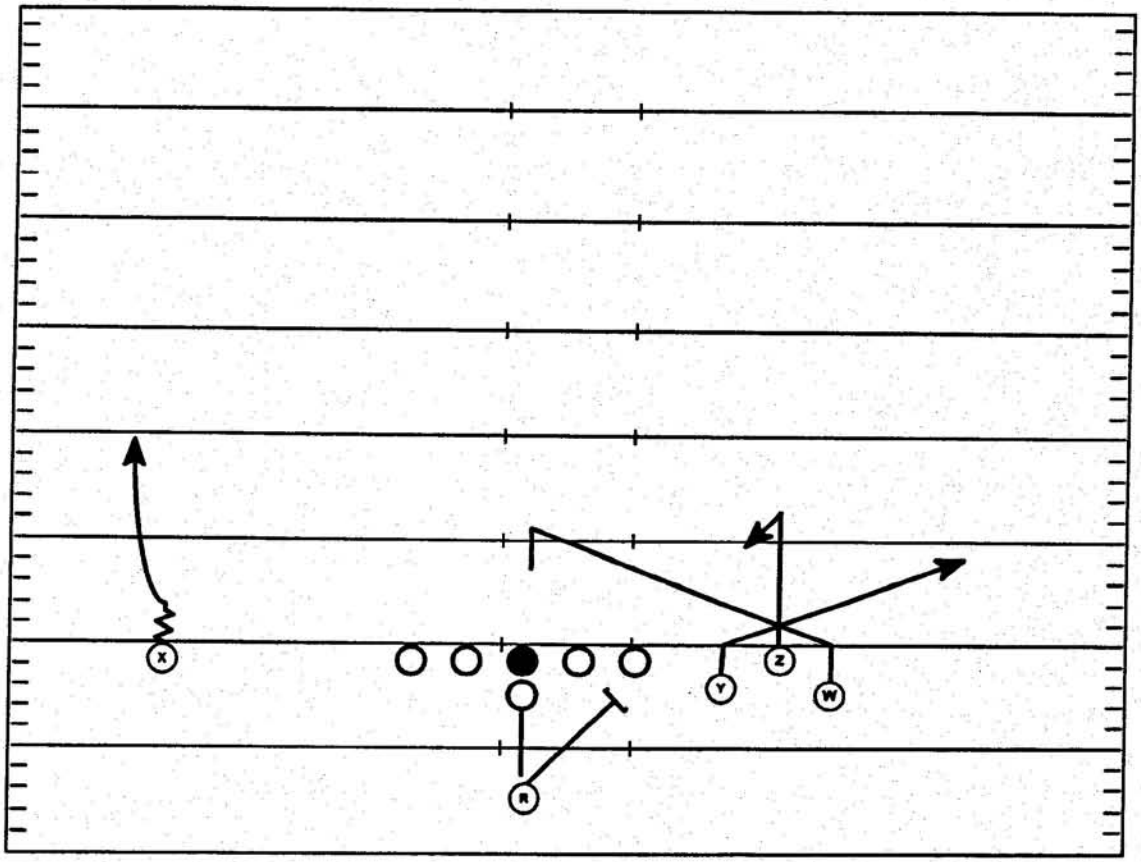
Z: Execute a Outside Release Seam Route.

Y: Execute a Outside Release Go Route.

W: Execute a 6 Yard Hitch - Normal Conversions.

R: Block Protection Rule.

FLD RT/LT BNCH LIZ/RIP Z STOP X FADE



QB: COACHING POINT: 3 Step Drop. Base Progression read of X-Z-Y.

X: Execute Fade Route.

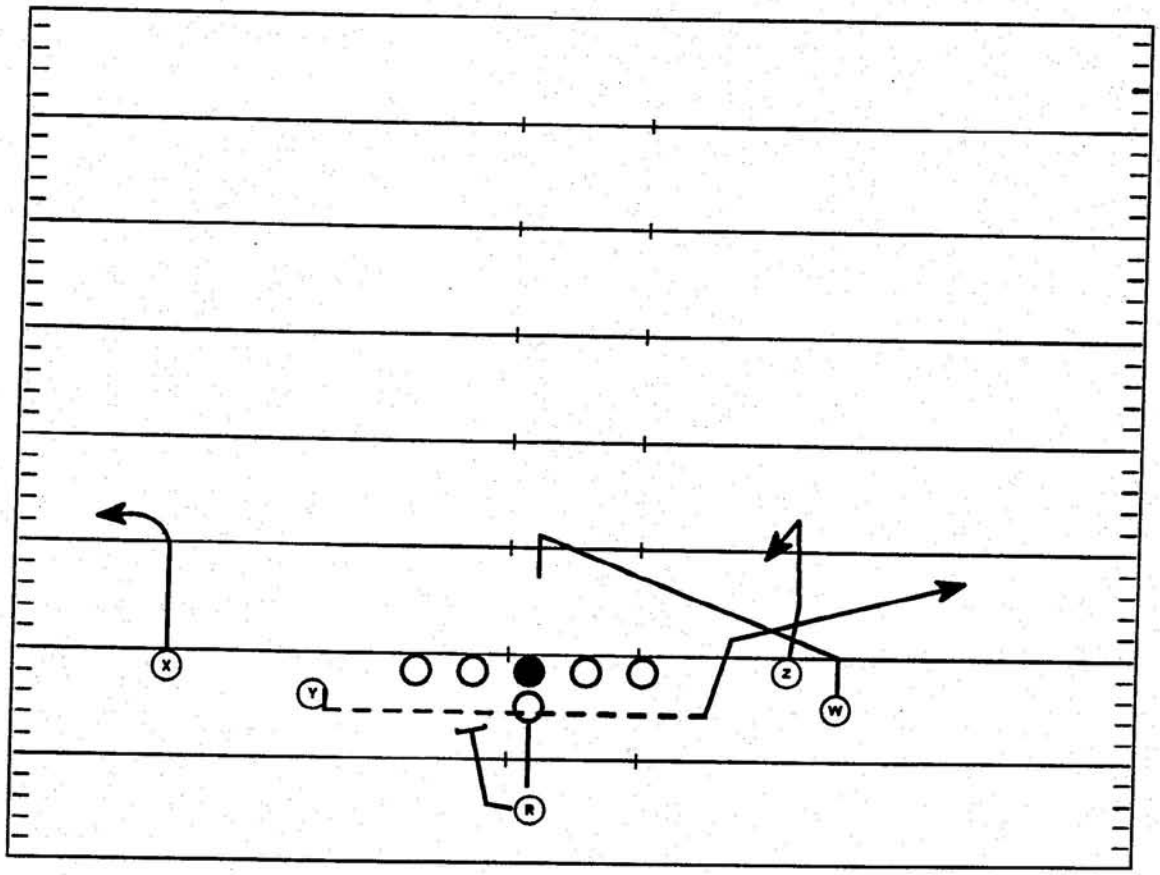
Z: Execute 6 Yard Stop Route.

Y: Execute Diagonal Route.

W: Execute Look Route.

R: Block Protection Rule.

YMO TO FLD RT/LT BNCH 62/3 FM Z STOP X QK OUT



QB: COACHING POINT: Full 3 Step Drop. Base Progression Read X-W-Z-Y.

X: Execute a 4 Step Speed Out - Normal Conversions.

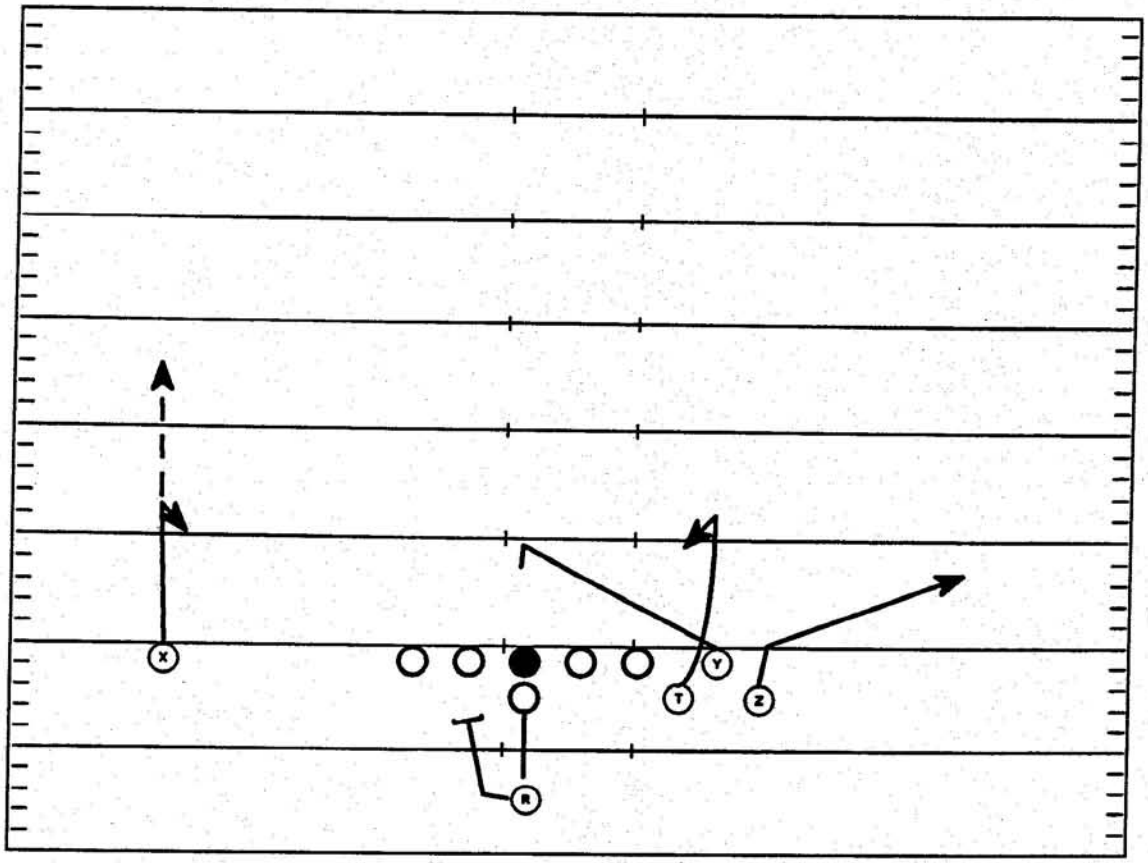
Z: Execute 6 yard Stop Route.

Y: Execute Arrow Route.

W: Execute Look Route.

R: Block Protection Rule. (Must Stay Low)

0/1 BOX BUNCH 62/3 FIRM T STOP X HITCH



QB: COACHING POINT: Full 3 Step Drop. Base Progression Read X-Y-T-Z.

X: Execute Hitch Route - Normal Conversions.

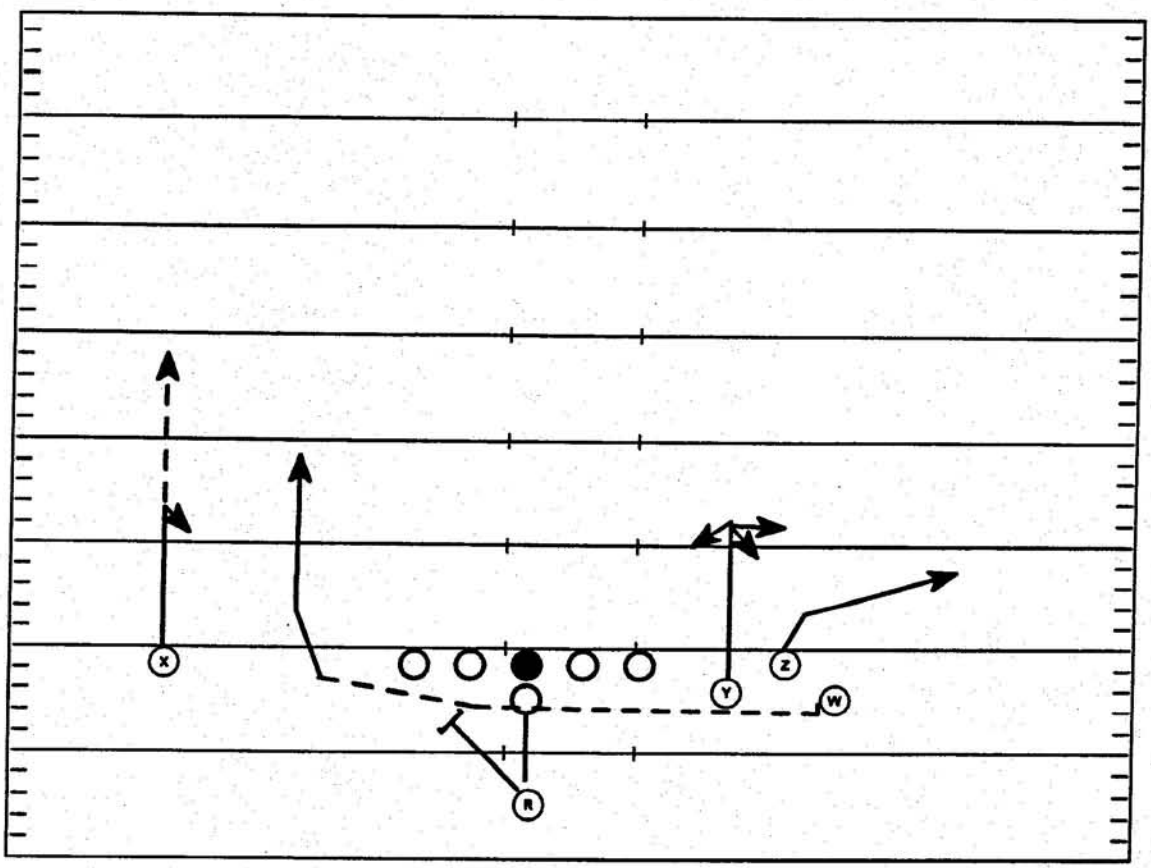
Z: Execute Diagonal Route.

Y: Execute Look Route.

T: Execute 6 yard Stop Route.

R: Block Protection Rule. (Must Stay Low)

FLD RT/LT BNCH W FLY RIP/LIZ Y HOOK X HITCH
CLUSTER RT/LT BNCH Z FLY RIP/LIZ Y HK W HITCH



QB: COACHING POINT: 3 Step Drop. Base Progression read of X-Y-Z.

X: Execute a 6 yard Hitch Route.

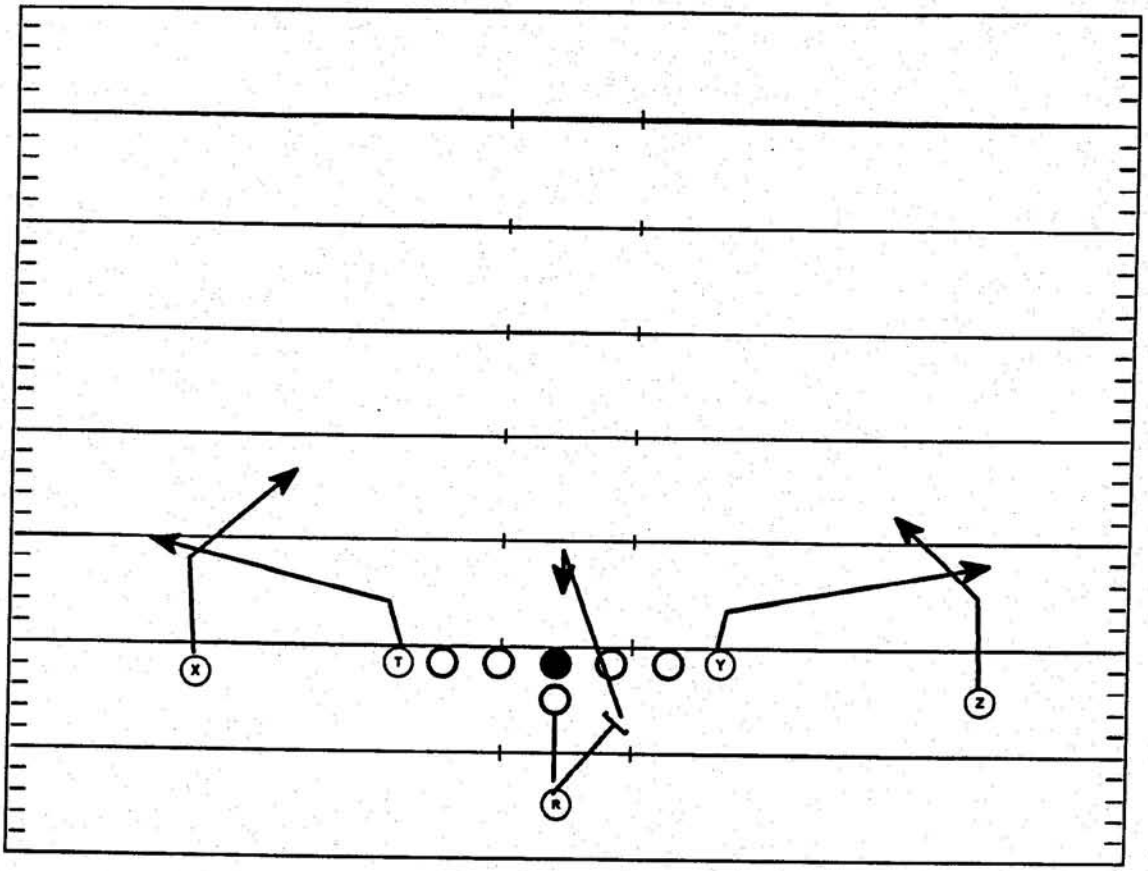
Z: Execute Diagonal Route.

Y: Execute 6 yard Hook Route.

W: Fly Motion Execute Seam Route.

R: Block Protection Rule.

0/1 ON 74/5 FIRM DIAGONAL SLANT



QB: COACHING POINT: 3 Step Drop. Read Away from Secondary Rotation.
Vs - Cov. 2 Read Tucked in L.B. side. Be Alert to give the ball to R.

X: Execute Slant Route.

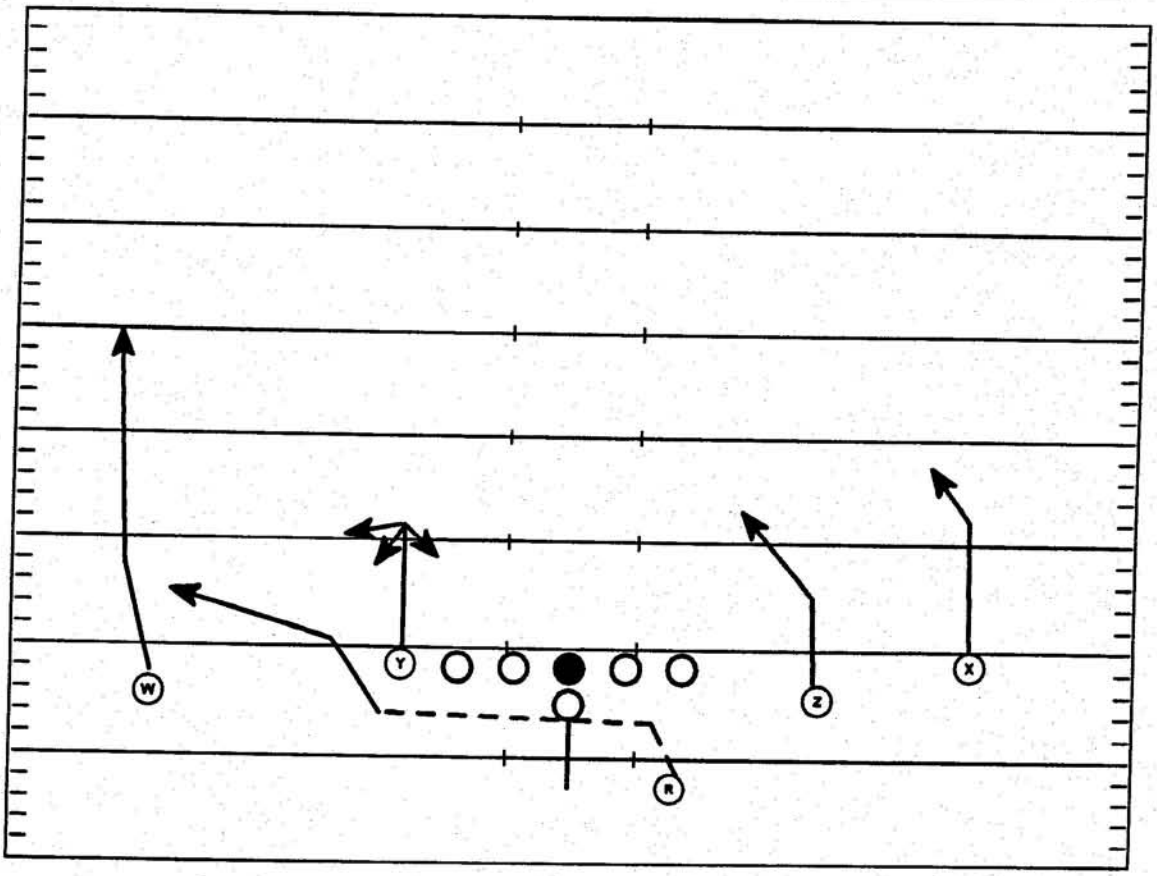
Z: Execute Slant Route.

Y: Execute Arrow Route.

T: Execute Arrow Route.

R: Block Protection Rule, N/T Execute Quick Checkdown.

2/3 SW R-MO 76/7 FM SCAT Y HOOK DBL SLANT



QB: COACHING POINT: 3 Step Drop - Understand Adjustment by the Weak Backer to motion. Base Progression R-Y / Z-X.

X: Execute Slant Route.

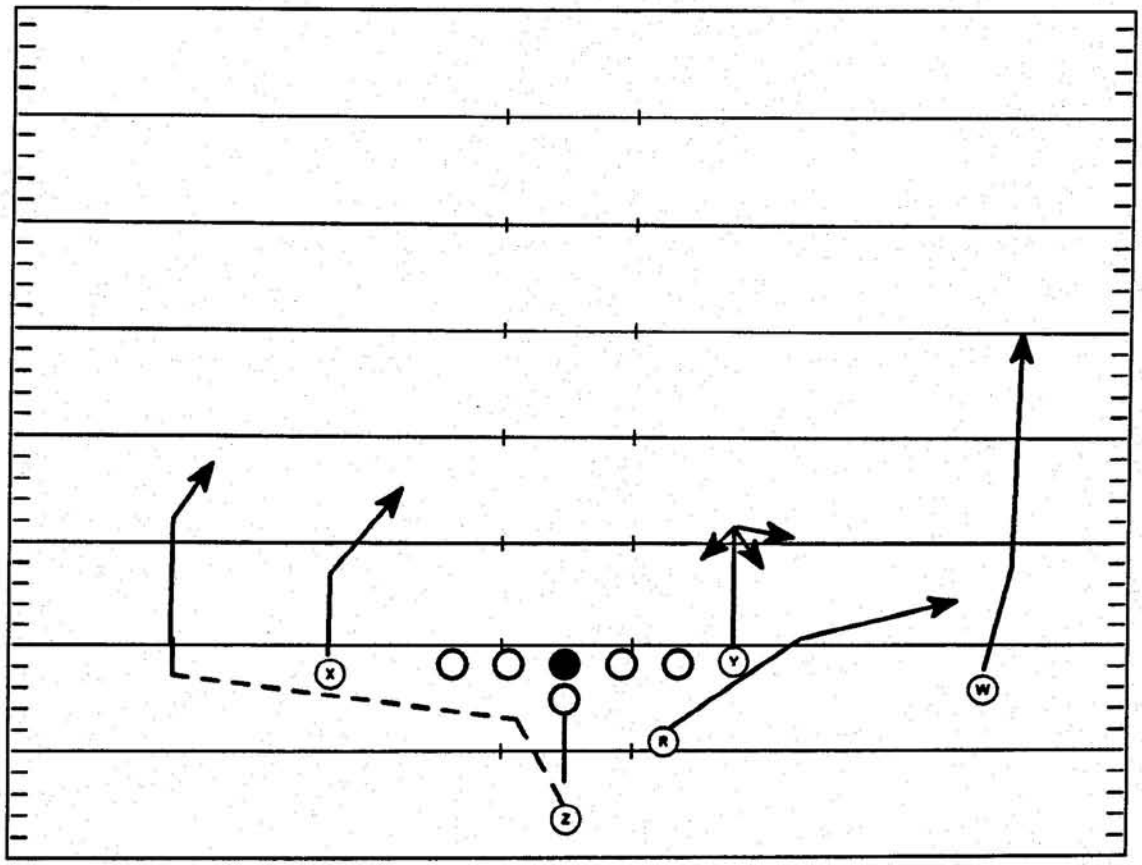
Z: Execute 1 to 3 step Slant Route.

Y: Execute 6 yard Hook Route.

W: Execute Go Route.

R: Execute Arrow Route.

ZOOM TO 8/9 TWINS WIDE 76/7 FM SCT Y HK DBL SLANT



QB: COACHING POINT: Full 3 Step Drop. Understand the adjustment of the Weakbacker to motion. Base Progression of R-Y / X-Z.

X: Execute 1-3 Step Slant Route.

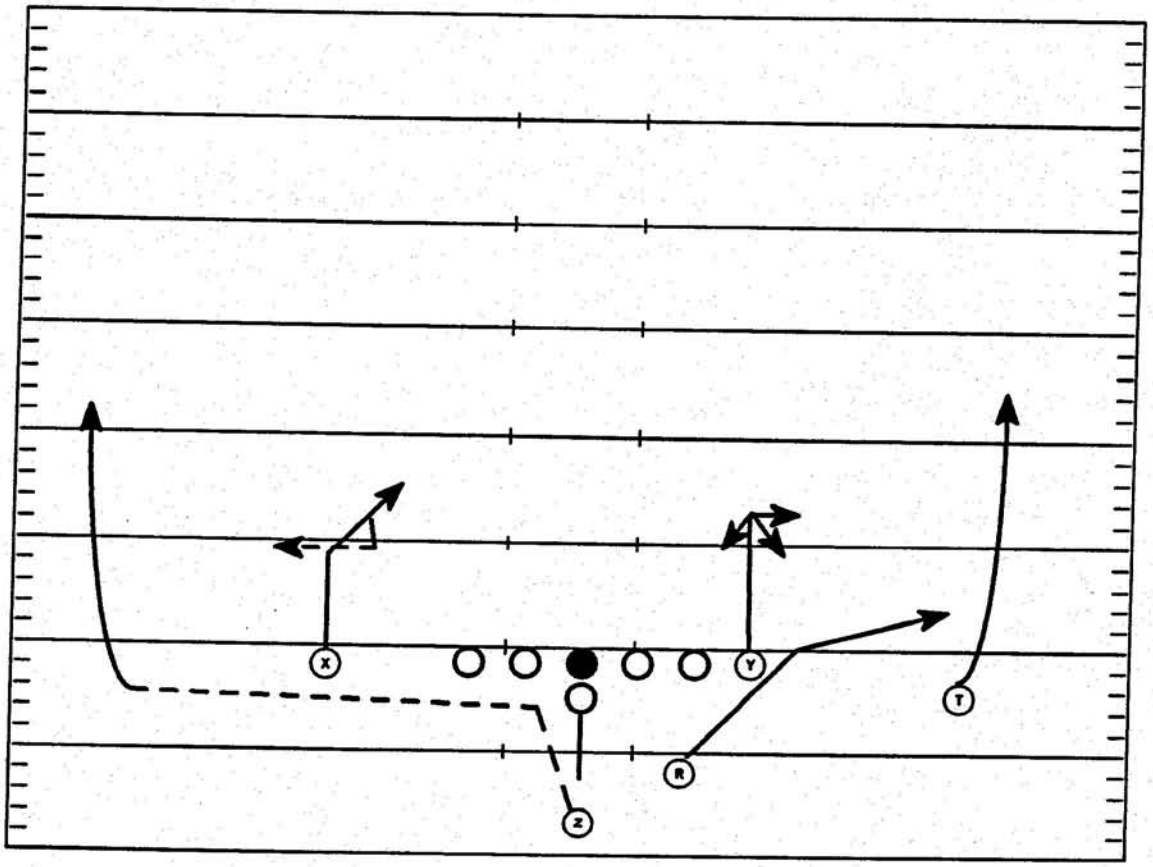
Z: Execute 3 step Slant Route.

Y: Execute 6 yard Hook Route.

W: Execute Go Route.

R: Free Release Execute Arrow Route.

ZOOM TO 8/9 TWINS WIDE 76/7 FM SCT Y HK X PST SEAM



QB: COACHING POINT: Full 3 Step Drop - Base Progression Read Y-R-X. Be Alert to Adjustment to Motion.

X: Execute 3 Step Post Seam - If defender walls convert to Pivot.

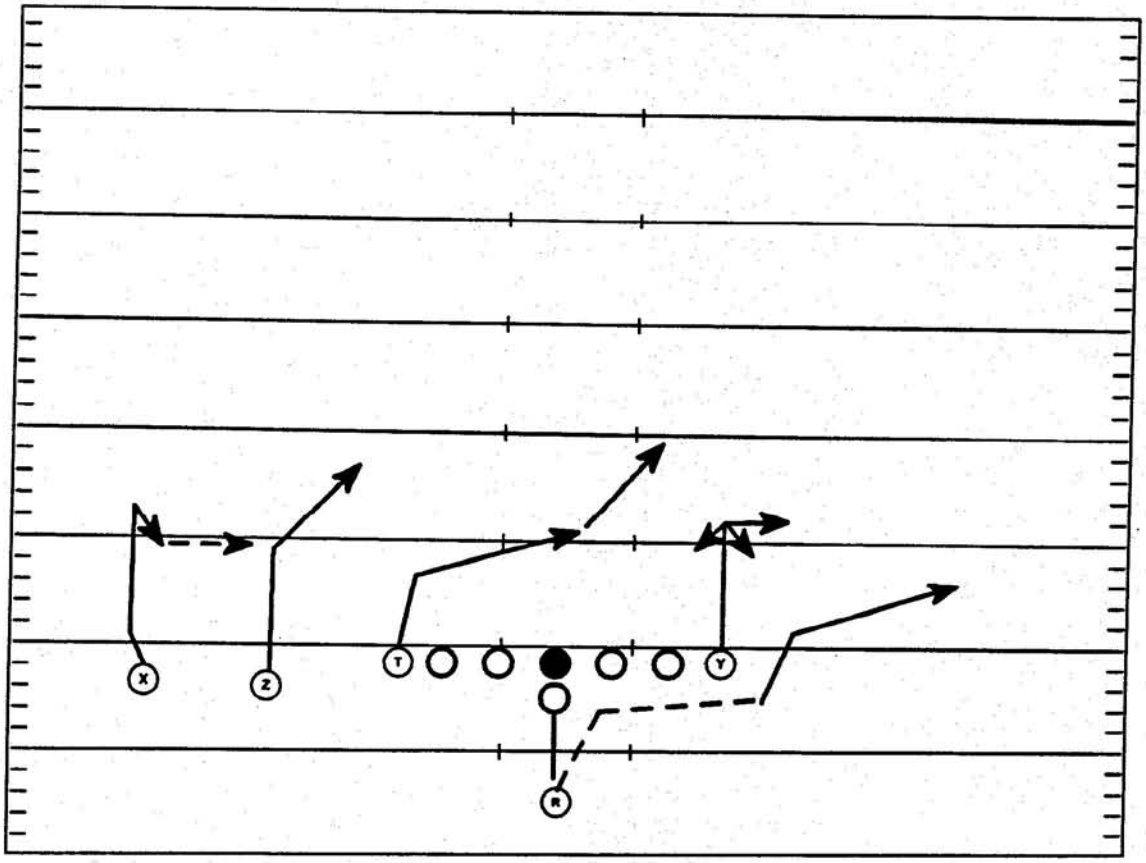
Z: Execute Outside Release Go Route.

Y: Execute 6 yard Hook Route.

T: Execute outside Release Go Route.

R: Free Release Execute an Arrow Route.

0/1 ON SLOT RMO 76/7 FIRM SCAT Y HOOK TRIPLE SLANT



QB: COACHING POINT: 3 Step Drop understand L.B. Adjustment to Motion. Base Progression Read of R-Y / T-Z-X.

X: Execute 5 yard Smash Route.

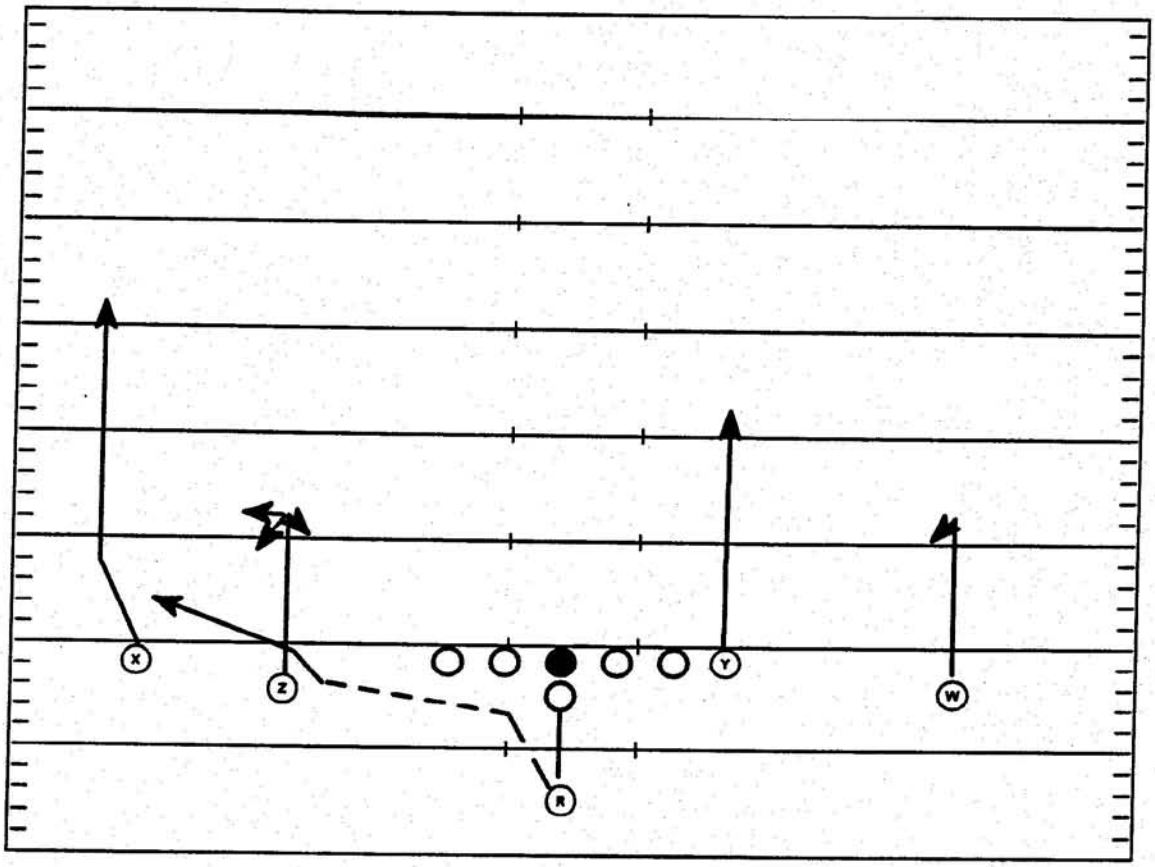
Z: Execute Slant Route.

Y: Execute 6 yard Hook Route.

T: Run Slant through the Will L.B. Then get vertical over the F.B. (Must Understand there is a Y Hook on the other side)

R: Motion to Outside leg of Y and Run Arrow Route.

0/1 SLOT WIDE R FLY 62/3 FM SCT W HITCH(NOW) Z HK



QB: COACHING POINT: 3 Step Drop. -Vs- Off Corner throw the Hitch(Now) to W. Vs- Corner Roll, Read Z-R.

X: Outside Release Go Route.

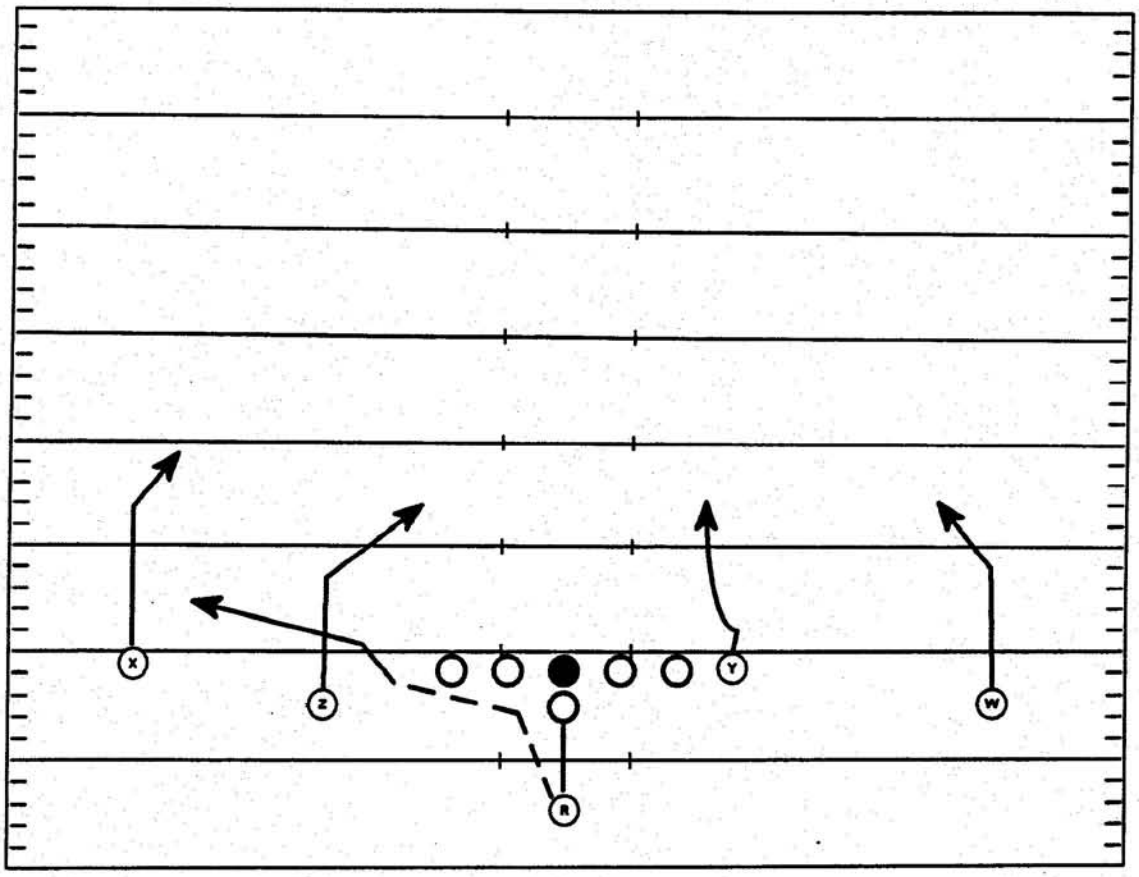
Z: Execute 6 yard Hook Route.

Y: Execute Seam Route.

W: Execute 6 yard Hitch Route - Normal Conversions.

R: Motion to inside leg of Z and Run Arrow Route.

0/1 SLOT WIDE R FLY 62/3 FM SCAT ALL SLANT



QB: COACHING POINT: 3 Step Drop - Throw off of the movement of the Middle Linebacker. You can eliminate Inside slant Pre-Snap.

X: Execute Slant Route.

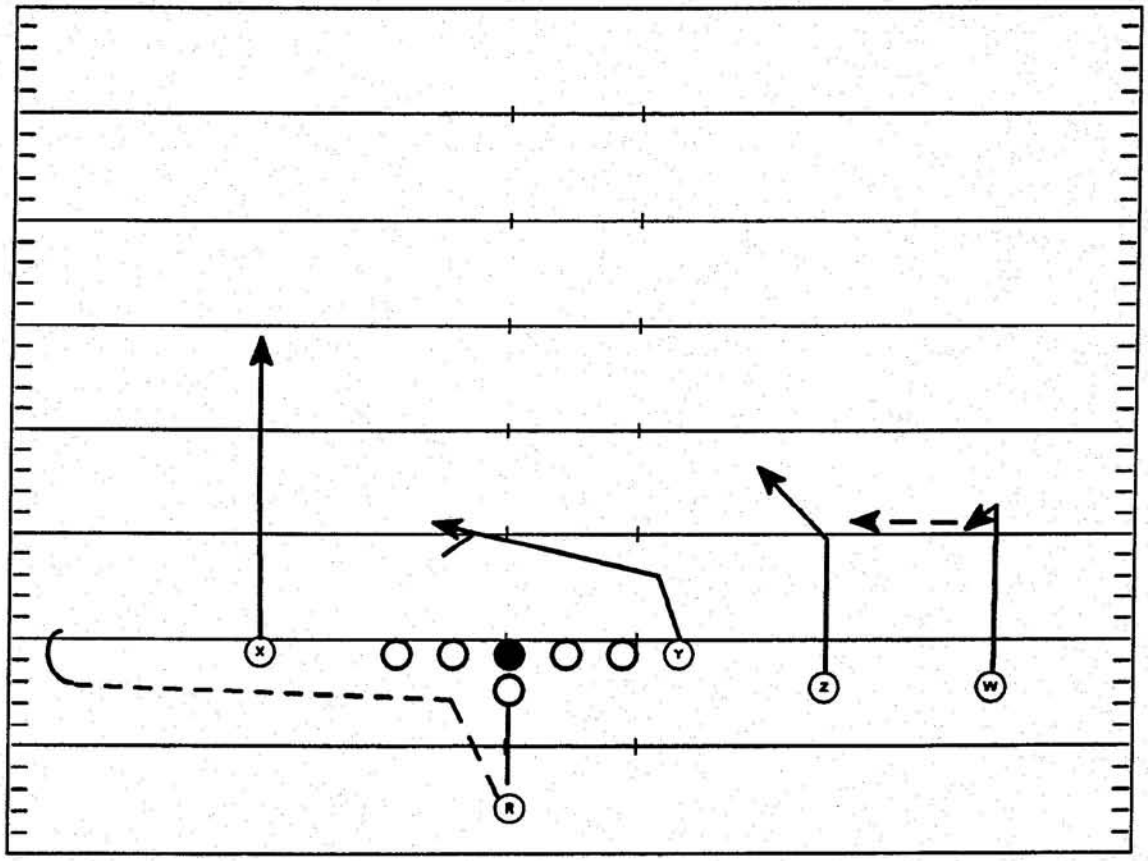
Z: Execute a 1-3 Step Slant.

Y: Execute a Seam Route.

W: Execute a 3 Step Slant.

R: Execute Diagonal Route.

0/1 WDR R FLY 62/3 FM SCT TRIPLE SLANT R NOW.



QB: COACHING POINT: 1-3 Step Drop. -Vs- Off Corner Give the Ball to R on Now. Vs- Cov. 2 Read Backside Y-Z-W.

X: Execute a Seam Route.

Z: Execute 3 Step Slant Under the Defender playing to your alignment.

Y: Execute a Slant thru inside shoulder of DB. Be Alert to hook up at Opposite Tackle.

W: Execute a 5 yard Smash Route.

R: Motion outside of X, Execute a Now Route.

MAX PROTECTION

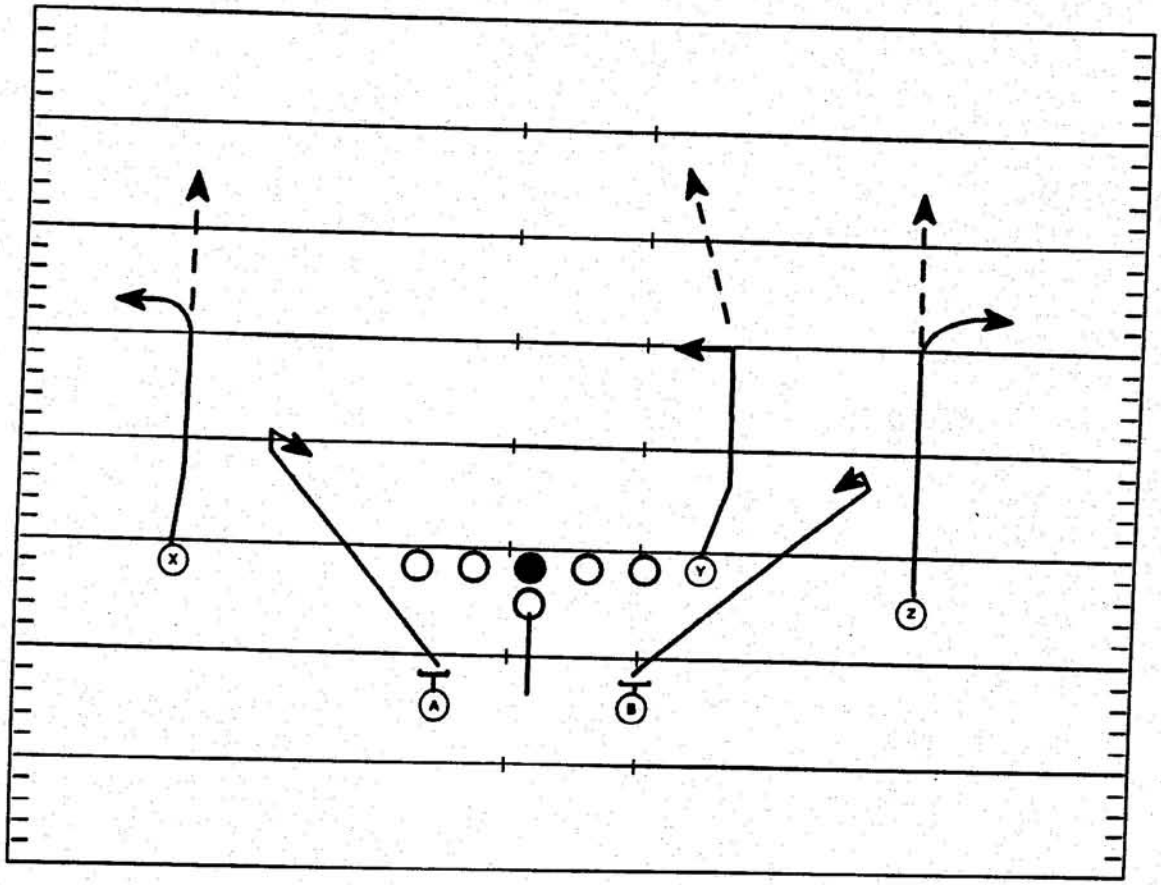
80'S

82/3 SEMI
82/3 SEMI GO
82/3 SEMI CURL
80/1 SEMI ./ SEMI GO
80/1 SEMI CURL
82/3 SEMI Z OUT Y FLAG
82/3 SEMI W OUT Z FLAG
82/3 SEMI DIG
82/3 COMEBACK BACKS CROSS
82/3 CURL
82/3 SEMI TRACE
82/3 SEMI Z CHOICE
82/3 SEMI X RETURN
80/1 Z DIG
80/1 SEMI X SNAG
82/3 X POST Z FLAG

78/9

78/9 X POST Z FLAG
78/9 X OUT GO
78/9 X OUT HOOK
78/9 CURL T POST
78/9 SEMI CURL Z WHEEL
78/9 SEMI CURL
78/9 X TRIPLE

6/7 82/3 SEMI 393



QB: COACHING POINT: Quick 5 step throw. Read Away from secondary rotation.

PROGRESSION: 1. X/Z 2. A/B 3. Y

X: Execute Semi Route.

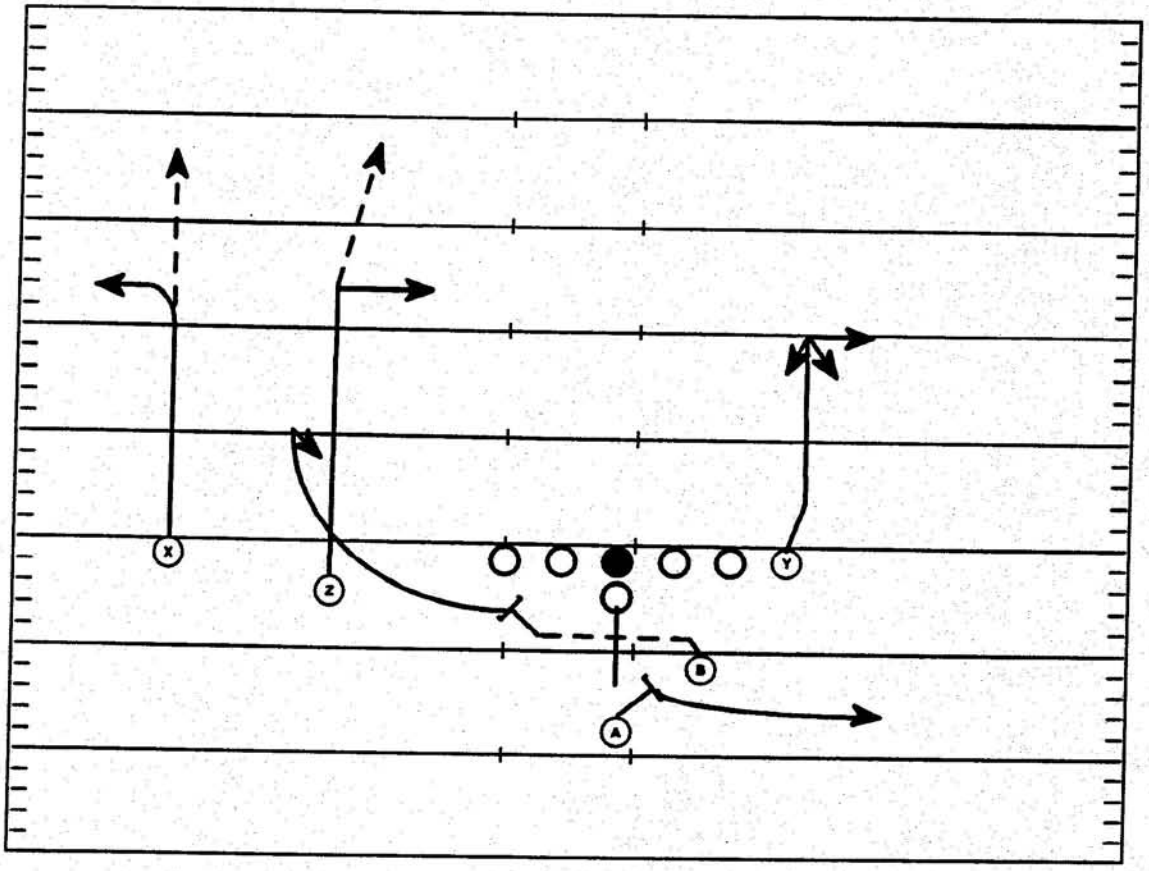
Z: Execute Semi Route.

Y: Execute Middle Read.

B: Block Protection - N/T Execute Stop Route.

A: Block Protection - N/T Execute Stop Route.

0/1 STRONG SLOT B FLY 82/3 SEMI



QB: COACHING POINT: 5 Step Drop - Base Progression Read of X-B-Z. Alert to Y 1 on 1.

X: Execute Semi Route.

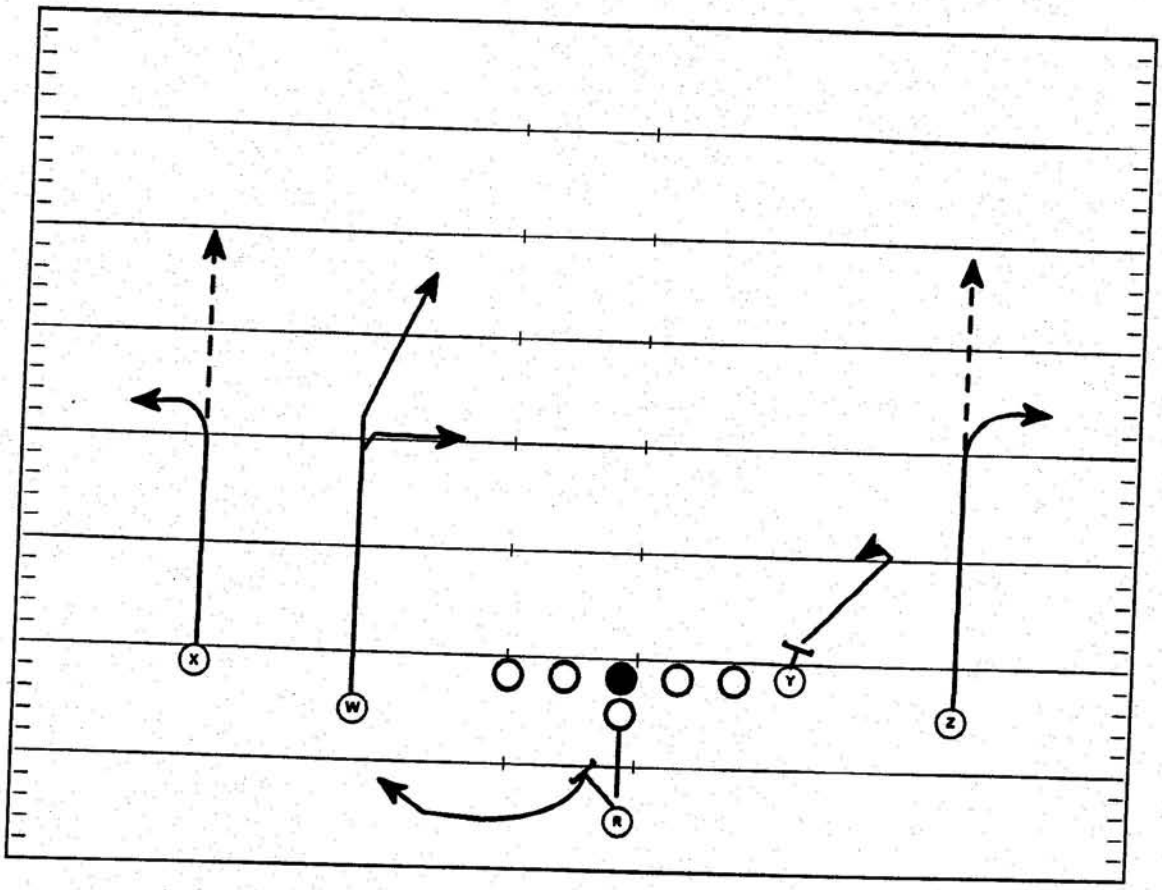
Z: Execute Middle Read.

Y: Execute 8-10 yard Hook Route.

B: Block Protection - N/T Execute Stop Route.

A: Block Protection - N/T Execute Swing Route.

0/1 OUT 80/1 SEMI / SEMI GO



QB: COACHING POINT: Quick 5 Step Throw and Read away from the secondary Rotation.

PROGRESSION: 1. X/Z 2. R/Y 3. W

X: Execute a Semi Route.

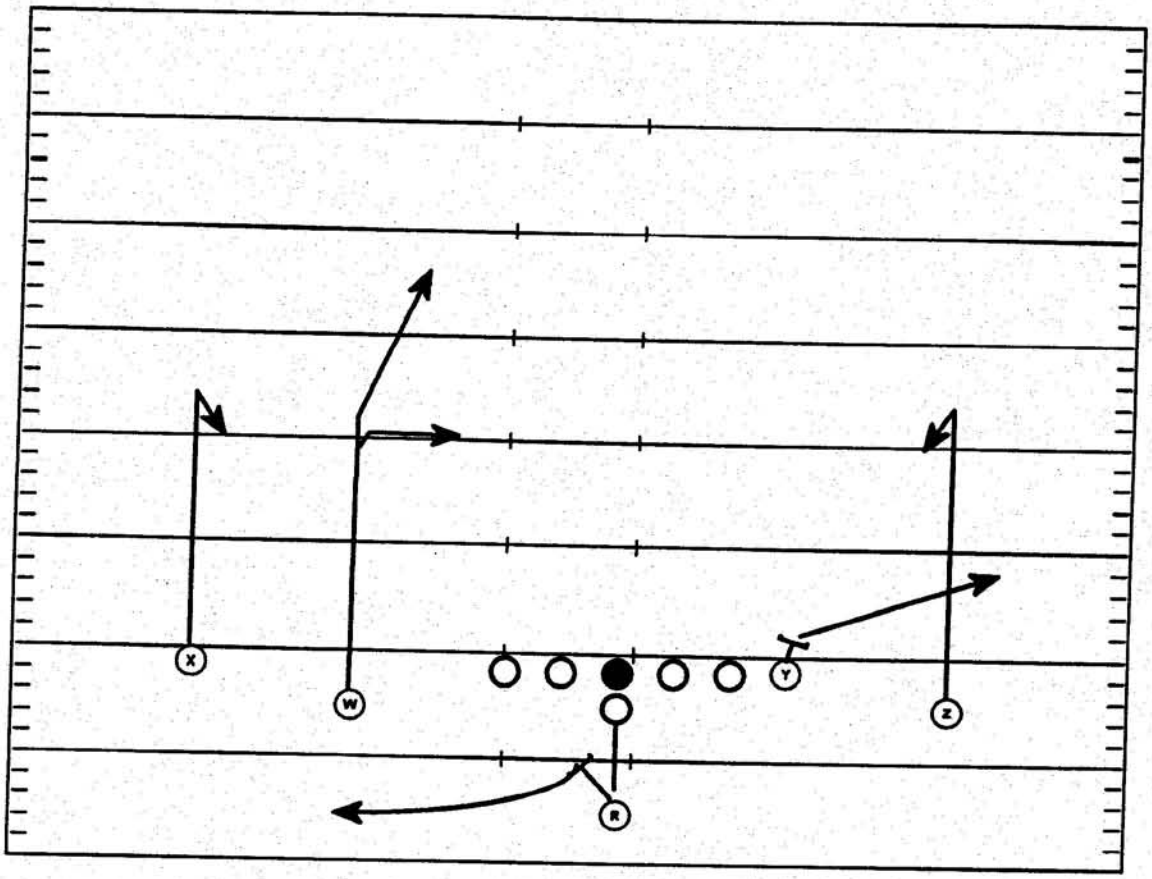
Z: Execute a Semi Route.

Y: Block Protection - N/T Execute a Stop Route.

W: Execute Middle Read

R: Block Protection - N/T - Execute a M Route.

0/1 OUT 80/1 SEMI CURL



QB: COACHING POINT: Quick 5 Step Throw and Read away from the secondary Rotation.

PROGRESSION: 1. X/Z 2. R/Y 3. W
VS - COVER 2: 1. W 2. X 3. R

X: Execute a Semi Curl Route.

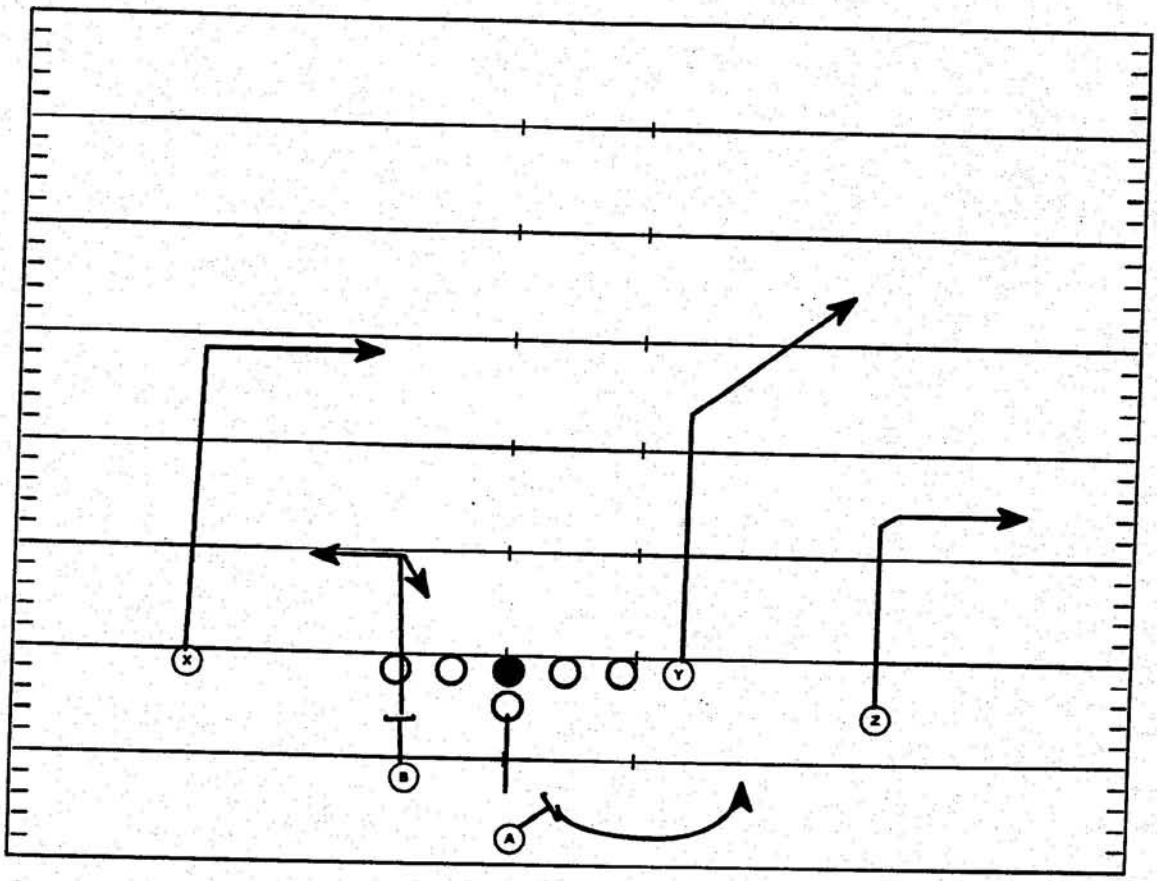
Z: Execute a Semi Curl Route.

Y: Block Protection - N/T Execute a Diagonal Route.

W: Execute Middle Read

R: Block Protection - N/T - Execute a Swing Route.

0/1 WK 82/3 SEMI Z OUT Y FLAG



QB: COACHING POINT: Combo Call. Vs- Single High Safety Qk 5 step drop Z-A Vs. Press on Z look at Y on Flag, Vs-2 high take a 5 step rhythm drop and work X-B. NOTE: Vs. Slide Coverage - Read Backside X to B.

X: Execute a 14 yard In Route.

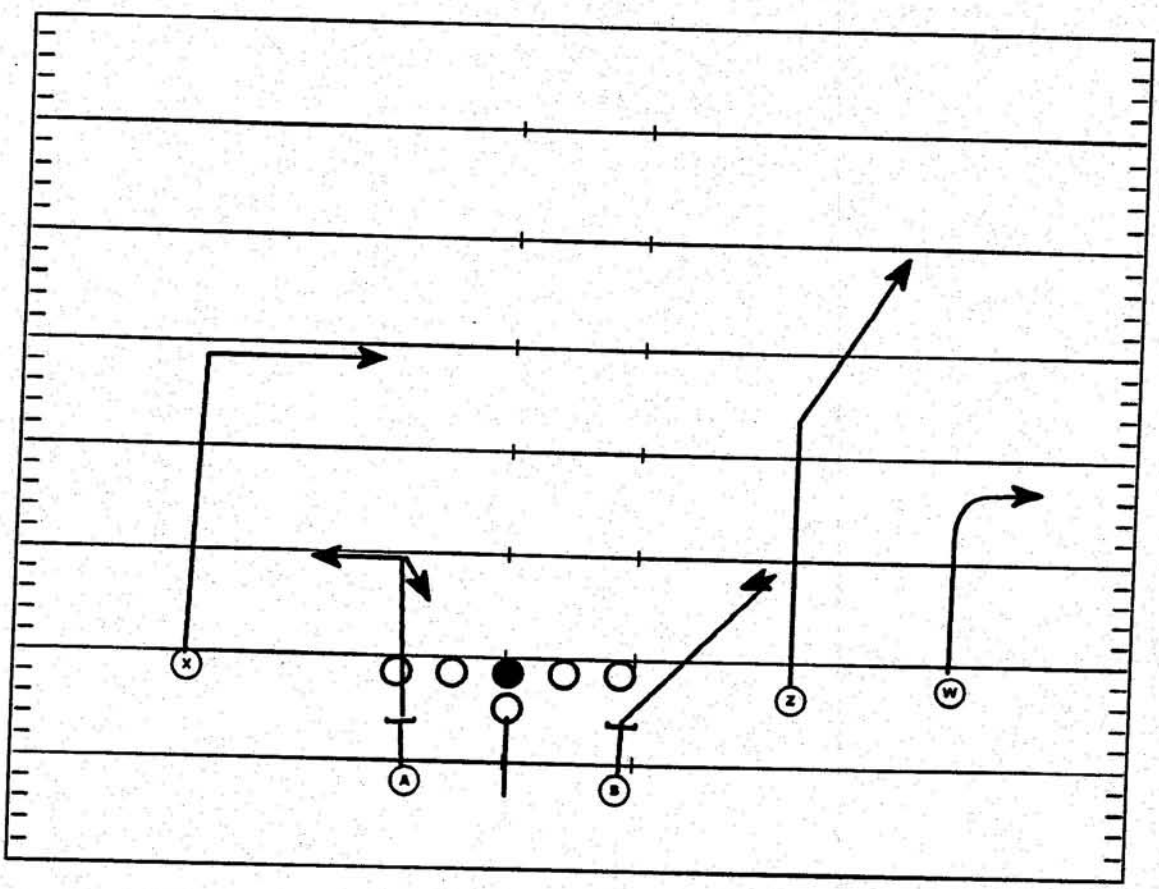
Z: Execute a 8 yard Out. (No Conversions)

Y: Execute 12 yard Flag Route.

A: Block Protection - N/T - Execute M Route.

B: Block Protection - N/T - Execute Option Route.

6/7 SPD 82/3 SEMI W OUT Z FLAG



QB: COACHING POINT: Combo Call. Vs- Single High Safety Qk 5 step drop W-B Vs. Press on W look at Z on Flag, Vs-2 high take a 5 step rhythm drop and work X-A. NOTE: Vs. Slide Coverage - Read Backside X to A.

X: Execute a 14 yard In Route.

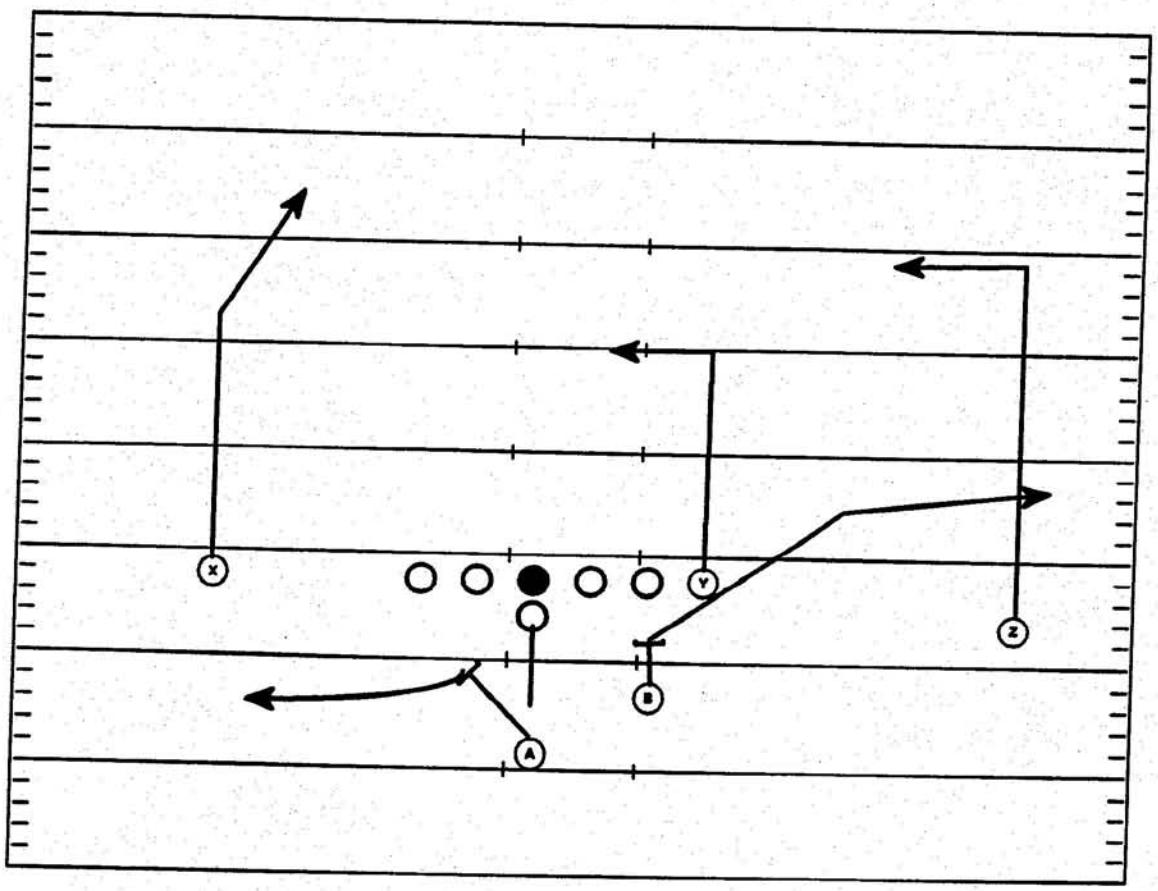
Z: Execute a 12 yard Flag.

W: Execute 8 yard Out Route.

A: Block Protection - N/T - Execute Option Route.

B: Block Protection - N/T - Execute Stop Route.

0/1 STR 82/3 SEMI DIG



QB: COACHING POINT: 5 Step drop. 5 step progression throw to Dig side Y-Z-B. ALERT: Vs. Single High safety check X on GLANCE.

X: Execute a Glance Route.

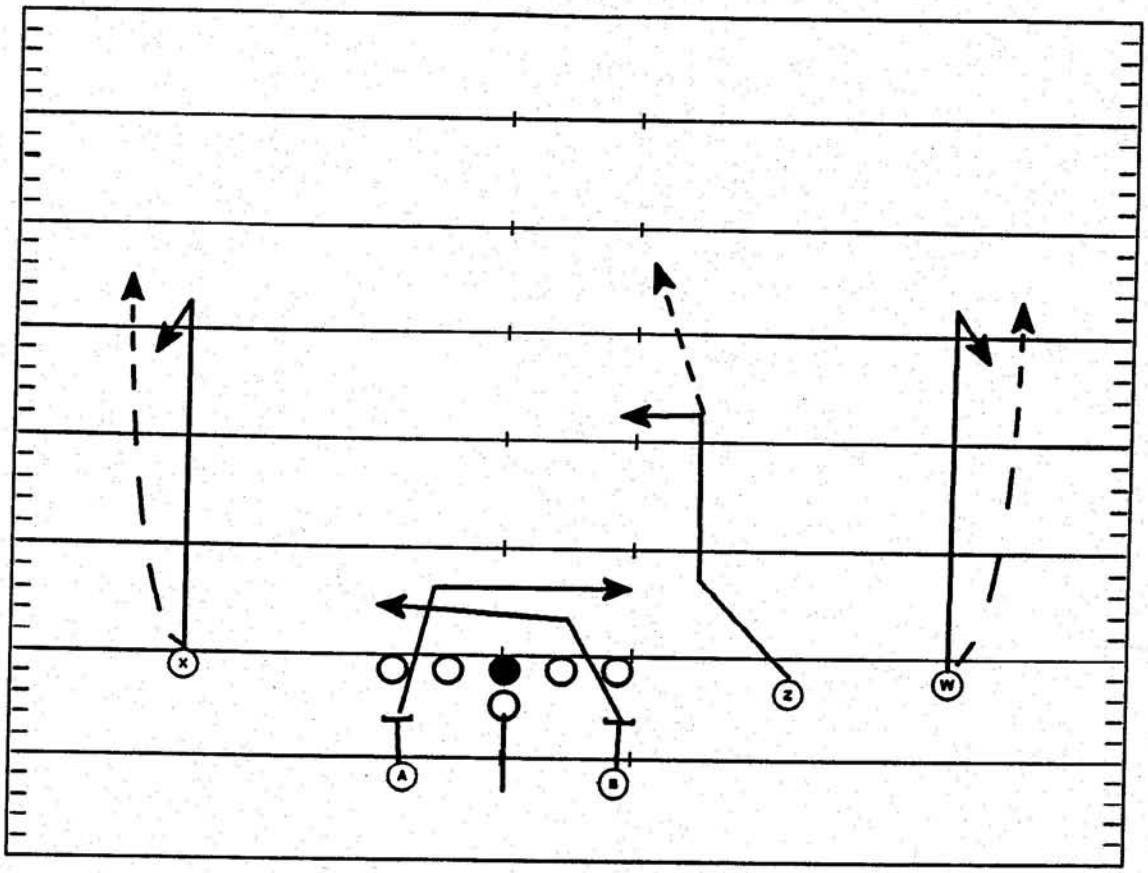
Z: Execute a 14 yard In Route.

Y: Execute 10 yard In Route.

A: Block Protection - N/T - Execute Swing Route.

B: Block Protection - N/T - Execute Diagonal Route.

6/7 SPD 82/3 COMEBACK BACKS CROSS



QB: COACHING POINT: 7 step drop. Read Away from Secondary Rotation.
PROGRESSION: 1. X/W 2. B/A 3. Z

X: Execute 16 yard Comeback Route - Normal Conversions.

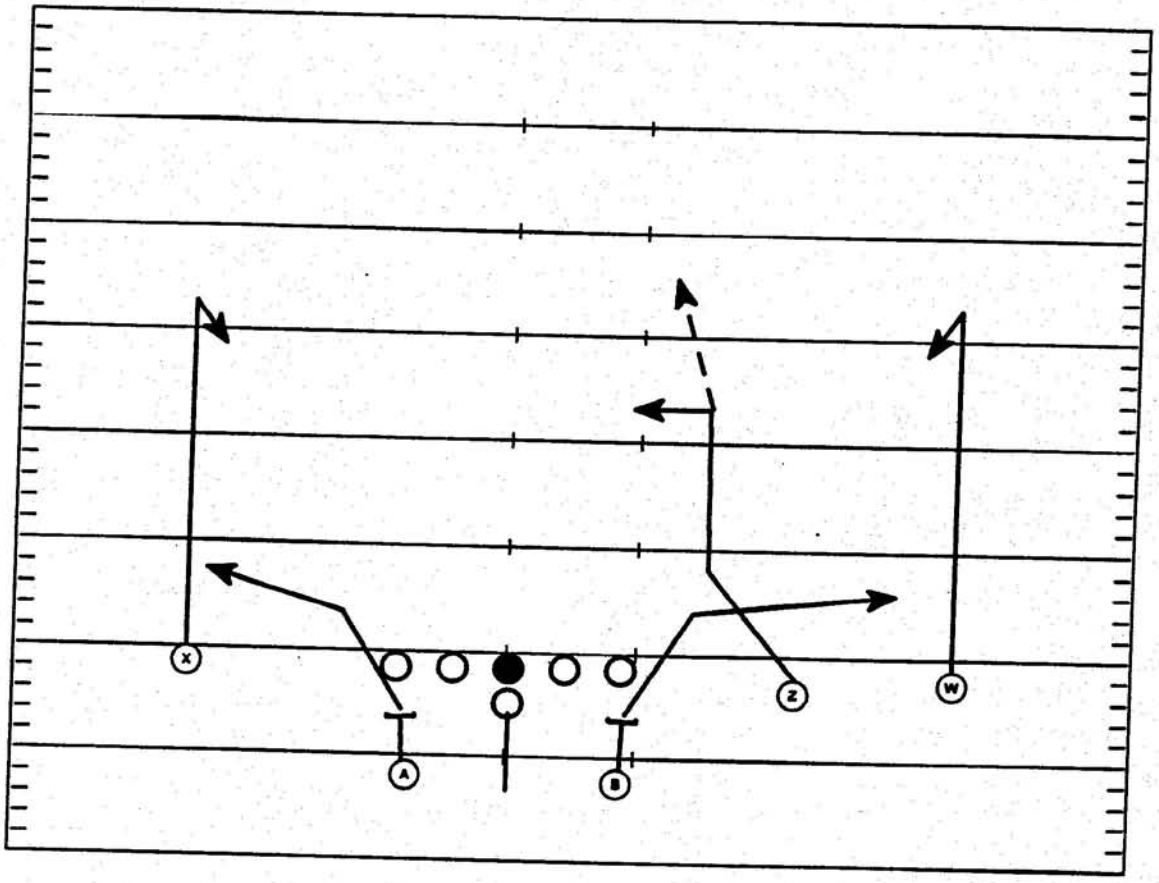
Z: Stem inside to DB. Execute a Middle Read.

W: Execute 16 yard Comeback Route - Normal Conversions.

A: Block Protection - N/T - Execute 3 yard Cross Route over B.

B: Block Protection - N/T - Execute Cross Route under A.

6/7 SPD 82/3 CURL



QB: COACHING POINT: 7 step drop. Read Away from Secondary Rotation.
PROGRESSION: 1. X/W 2. A/B 3. Z
VS: Cover 2 - 1. X/Z 2. A/B

X: Execute 16 yard Curl Route - Normal Conversions.

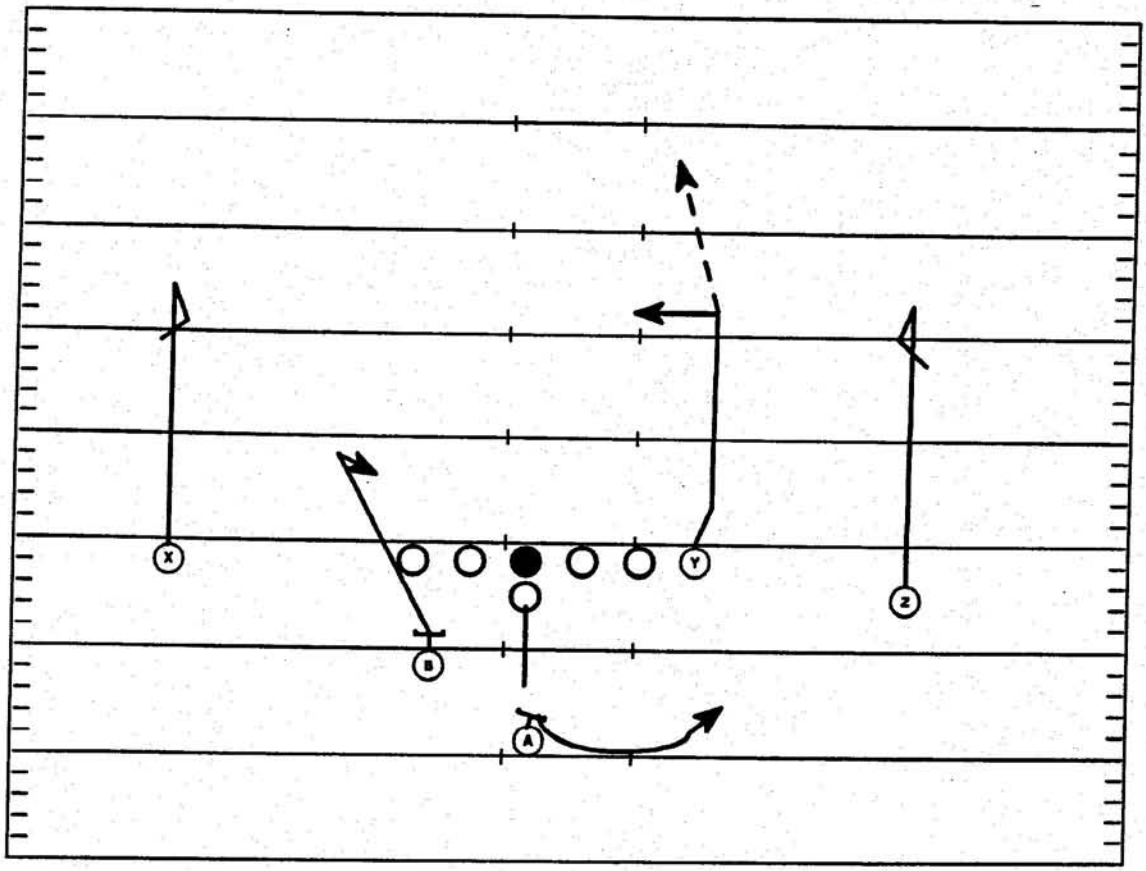
Z: Stem inside to DB. Execute a Middle Read.

W: Execute 16 yard Curl Route - Normal Conversions.

A: Block Protection - N/T - Execute Diagonal Route.

B: Block Protection - N/T - Execute Diagonal Route.

0/1 WK 82/3 SE TRACE



QB: COACHING POINT: 5 Step Drop - Read Away from Secondary Rotation.
Vs- Press Gather.
PROGRESSION: 1. X/Z 2. B/A 3. Y

X: Normal Split. Execute Trace Route. Alert Down & Distance.
Normal Conversions.

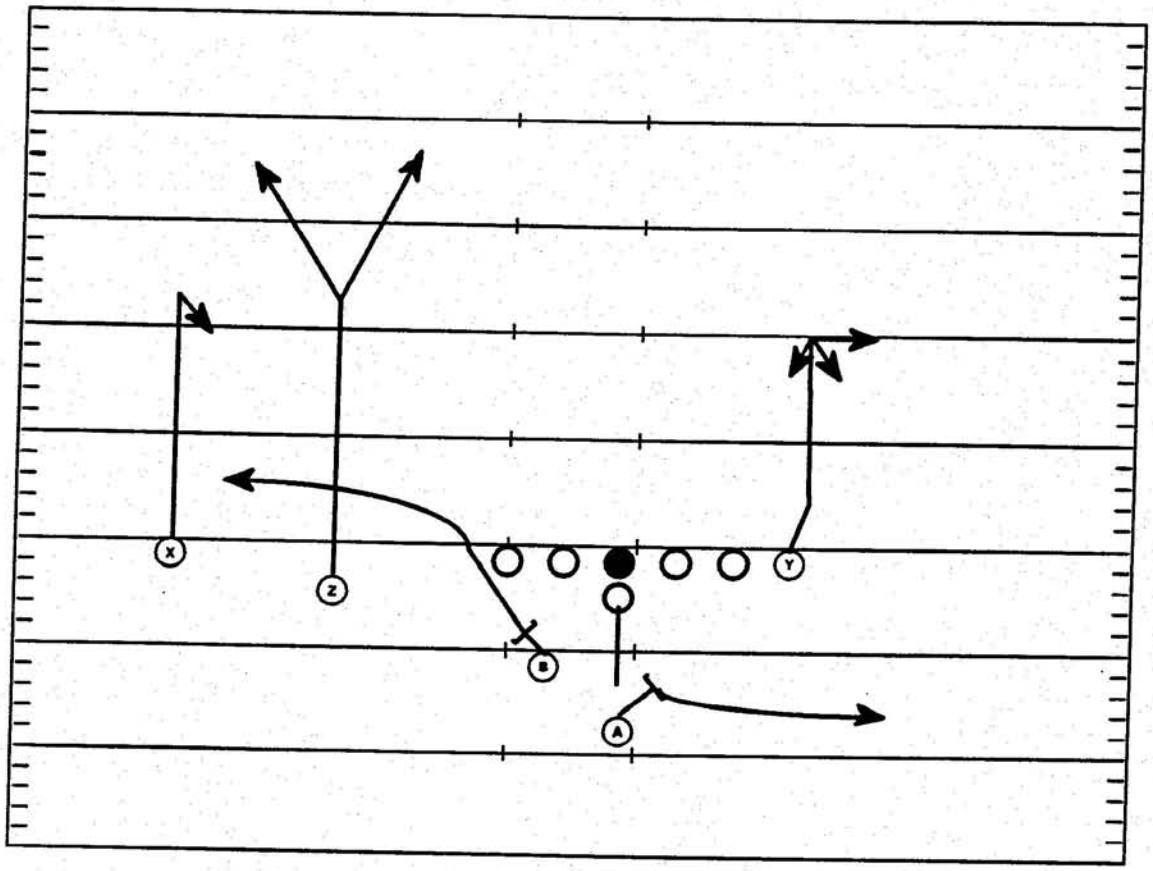
Z: Normal Split. Execute Trace Route. Alert Down & Distance.
Normal COnversions.

Y: Execute Middle Read.

B: Block Protection - N/T Execute Stop Route.

A: Block Protection - N/T Execute M Route.

0/1 WK SLOT 82/3 SE Z CHOICE



QB: COACHING POINT: 5 Step Rythm Throw. Base Progression of X-B.
ALERT: to Z -Vs- Corner Tight. ALERT: Y 1 on 1.
PROGRESSION: 1. X 2. B

X: Normal Split. Execute 12 yard Semi Curl.

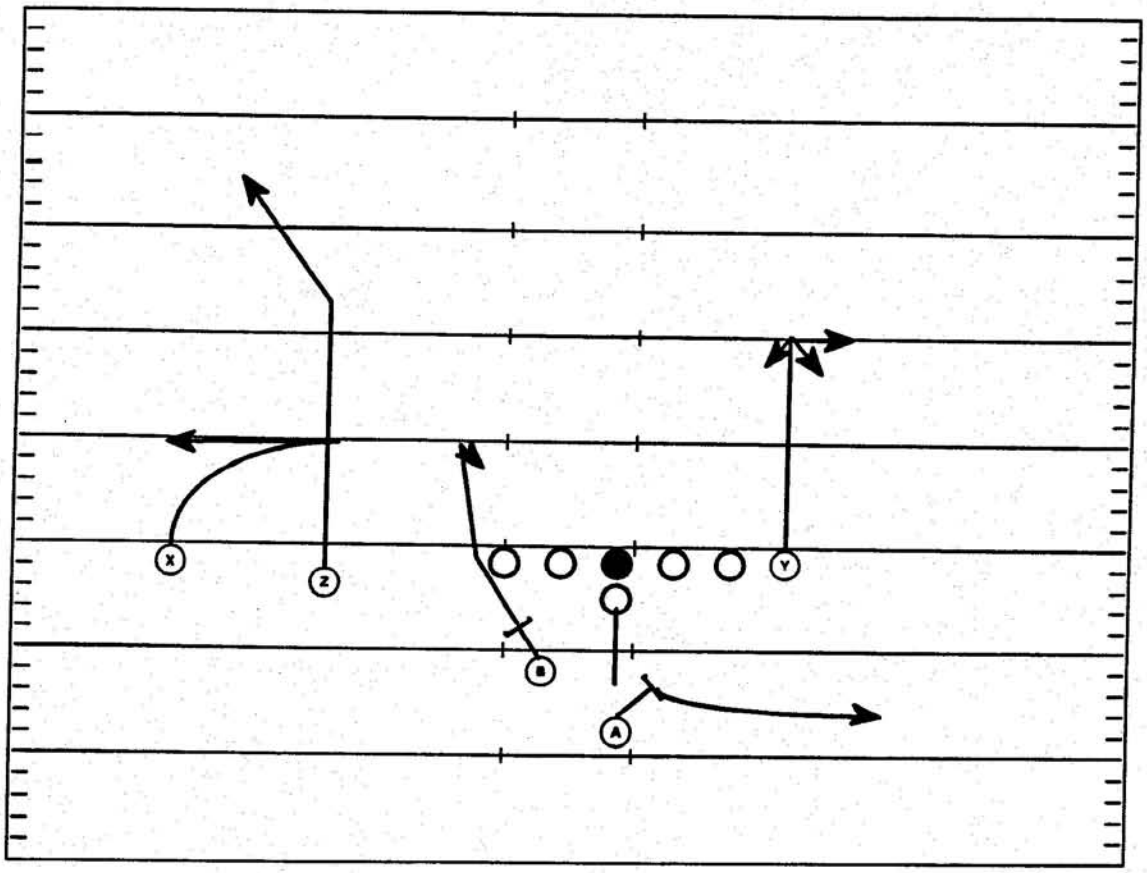
Z: Execute Choice Route.

Y: Execute 8-10 yard Hook Route.

B: Block Protection - N/T Execute Diagonal Route.

A: Block Protection - N/T Execute Swing Route.

0/1 WK SLOT 82/3 SEMI X RETURN



QB: COACHING POINT: 5 Step Drop. Base Progression Read of Z-X-B.
Alert Y 1 on 1.
PROGRESSION: 1. Z 2. X 3. B

X: Execute Return Route.

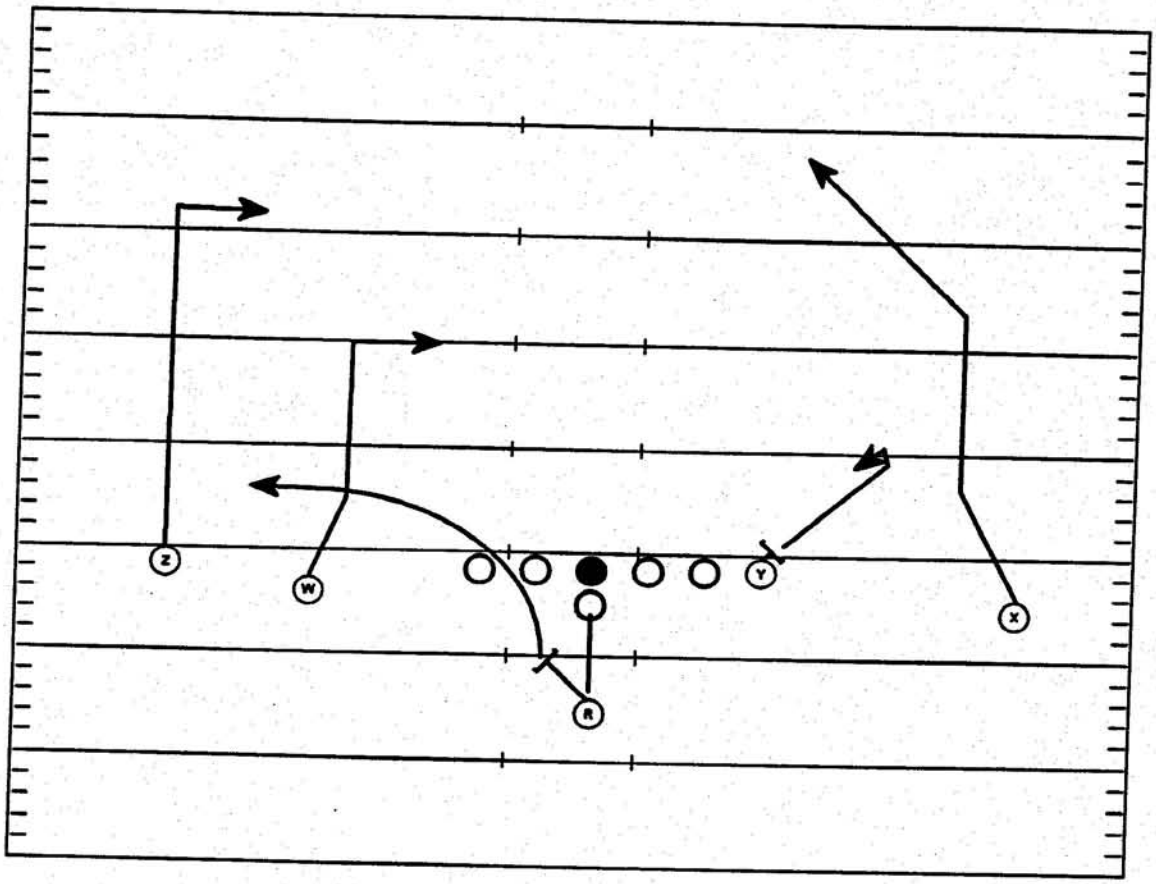
Z: Execute Flag Route.

Y: Execute 10 Yard Hook Route.

B: Block Protection - N/T Execute Checkdown Route.

A: Block Protection - N/T Execute Swing Route.

CHANGE 2/3 OUT 80/1 Z DIG



QB: COACHING POINT: 7 Step Drop: Base Progression of W-Z-R. Alert to X Vs. FS Depth.

X: Minimun Split. Execute Over Post.

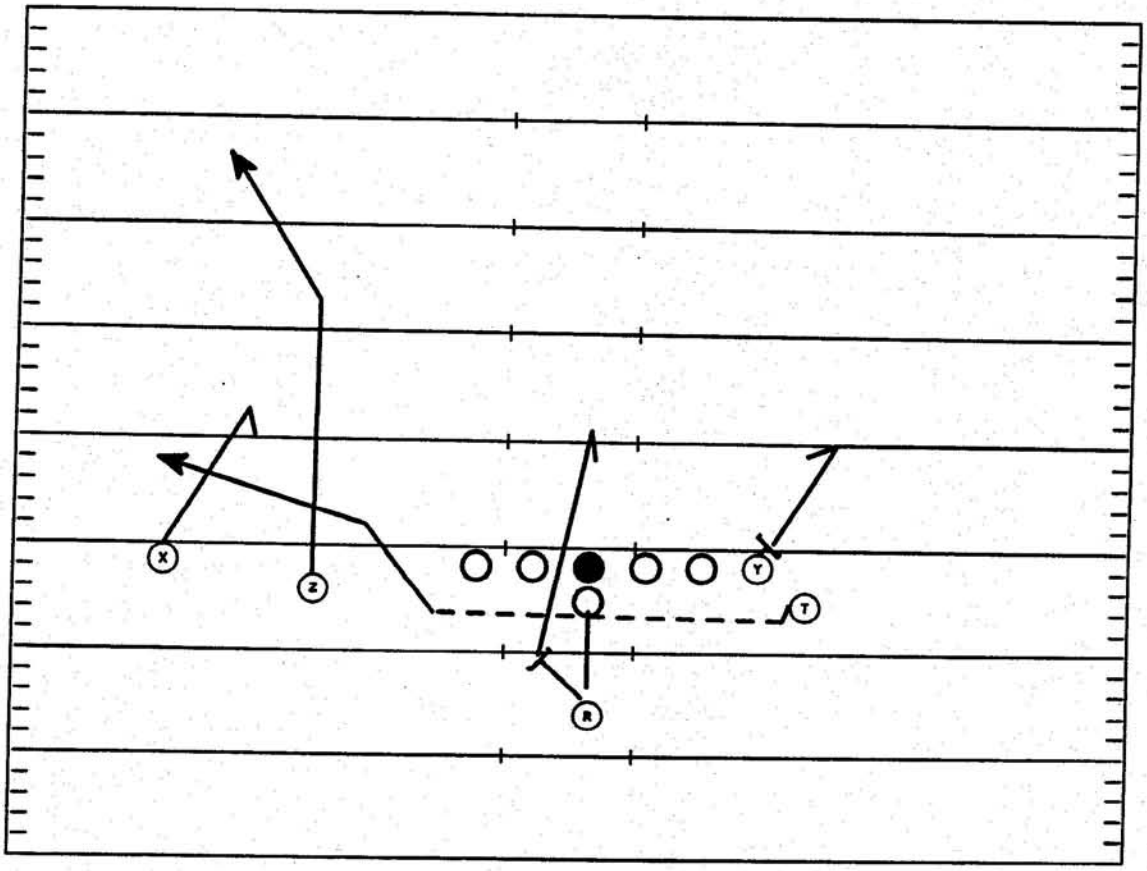
Z: Max Split. Execute 16 yard In Route.

Y: Block Protection - N/T Execute Stop Route.

W: Execute 10 Yard In Route.

R: Block Protection - N/T Execute 5 yard Flat Route.

0/1 FLD SLOT T FLY 80/1 SEMI X SNAG



QB: COACHING POINT: Quick 5 Step Drop. Base Progression of T-X. Alert Flag to Z Vs. Press on X.
PROGRESSION: 1. T 2. X

X: Execute Snag Route.

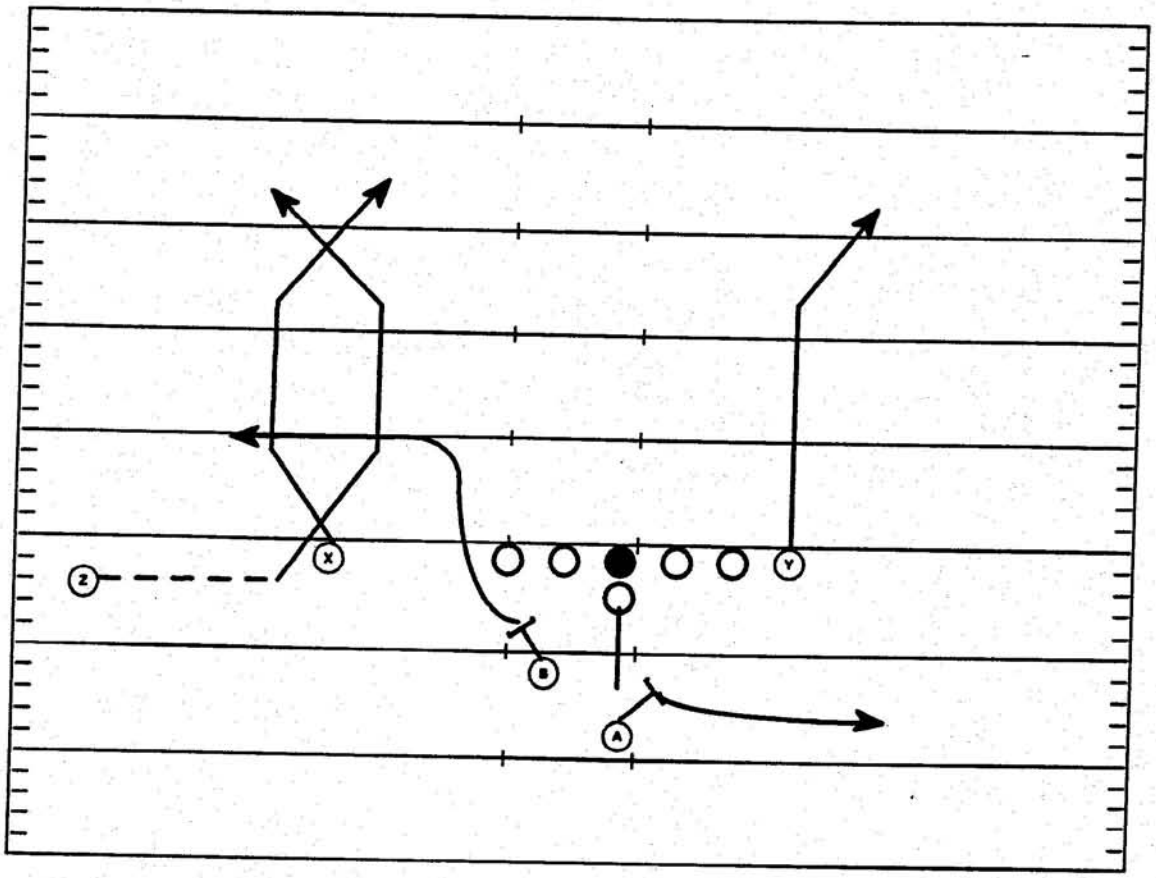
Z: Execute Flag Route.

Y: Block Protection - N/T Execute Stop Route.

T: Execute Diagonal Route.

R: Block Protection - N/T Execute Checkdown Route..

0/1 WK TWINS ZHM 82/3 X POST Z FLAG



QB: COACHING POINT: 5-7 Step Drop - Base Progression Read of X-Z-B. Eliminate X -Vs- Post Safety (Alert to Y 1 on 1)

X: Expand Execute Post Route Route.

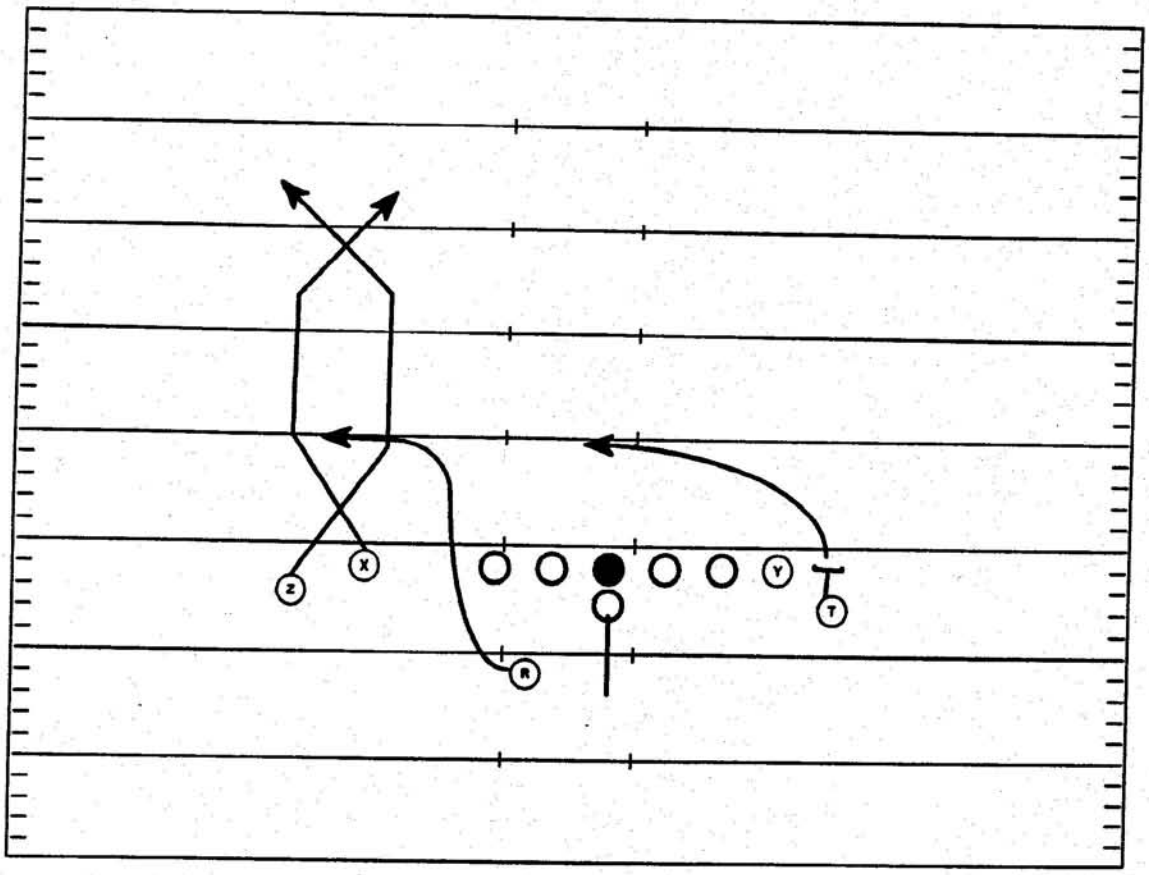
Z: Execute Flag Route.

Y: Execute 12 yard Flag Route.

B: Block Protection - N/T Execute Flat Route.

A: Block Protection - N/T Execute Swing Route.

2/3 FLOOD TWINS 78/9 X POST Z FLAG



QB: COACHING POINT: 7 Step Drop. Progression Read of Z-R-T.
Alert for X on Post -Vs- Man Coverage with no Post Player.

X: Execute Post Route.

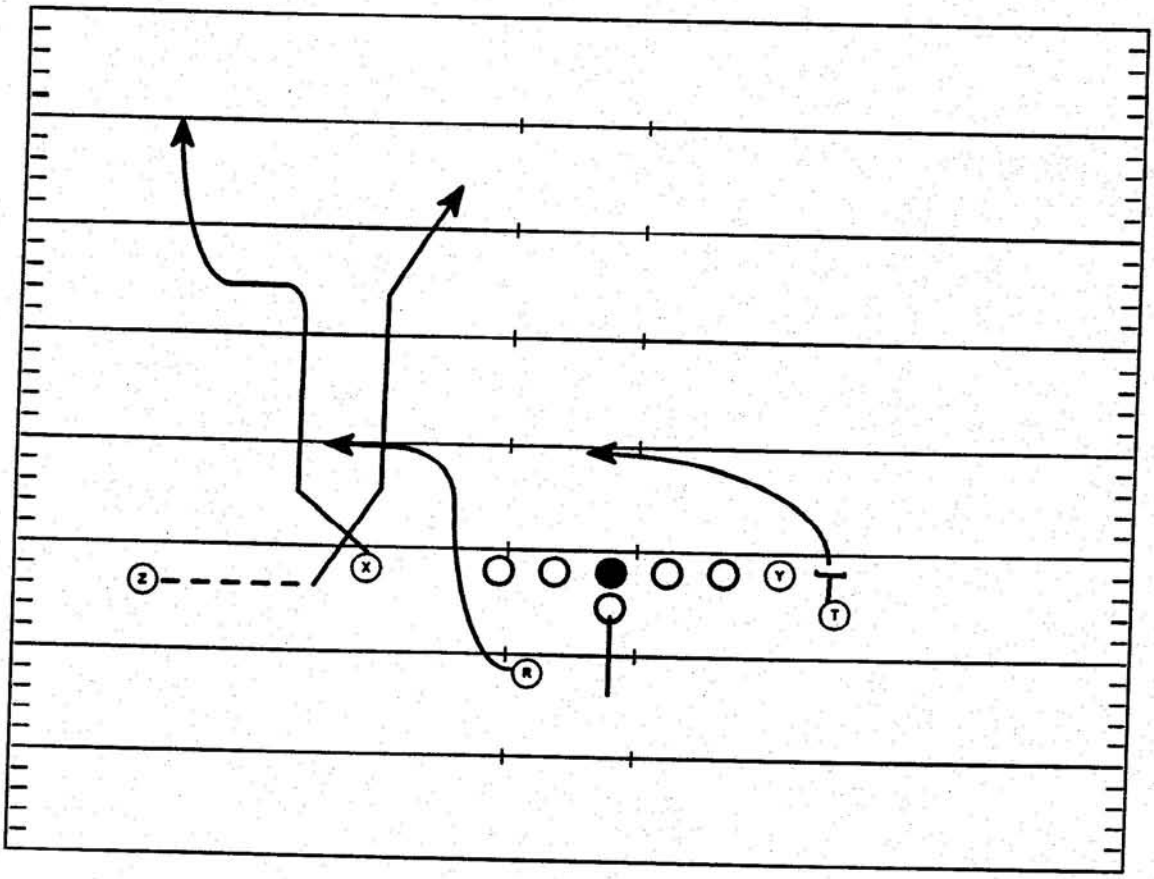
Z: Execute Flag Route.

Y: Block Protection.

T: Block Protection - N/T - Execute Drag Route.

R: Free Release, Execute Flat Route. From Home Position Execute Swing Route.

2/3 FLOOD TWINS ZHM 78/9 X OUT GO



QB: COACHING POINT: 7 Step Drop. Progression Read of X-R-T. Alert for Z on Post -Vs- Man Coverage with no Post Player.

X: Execute Out Go Route.

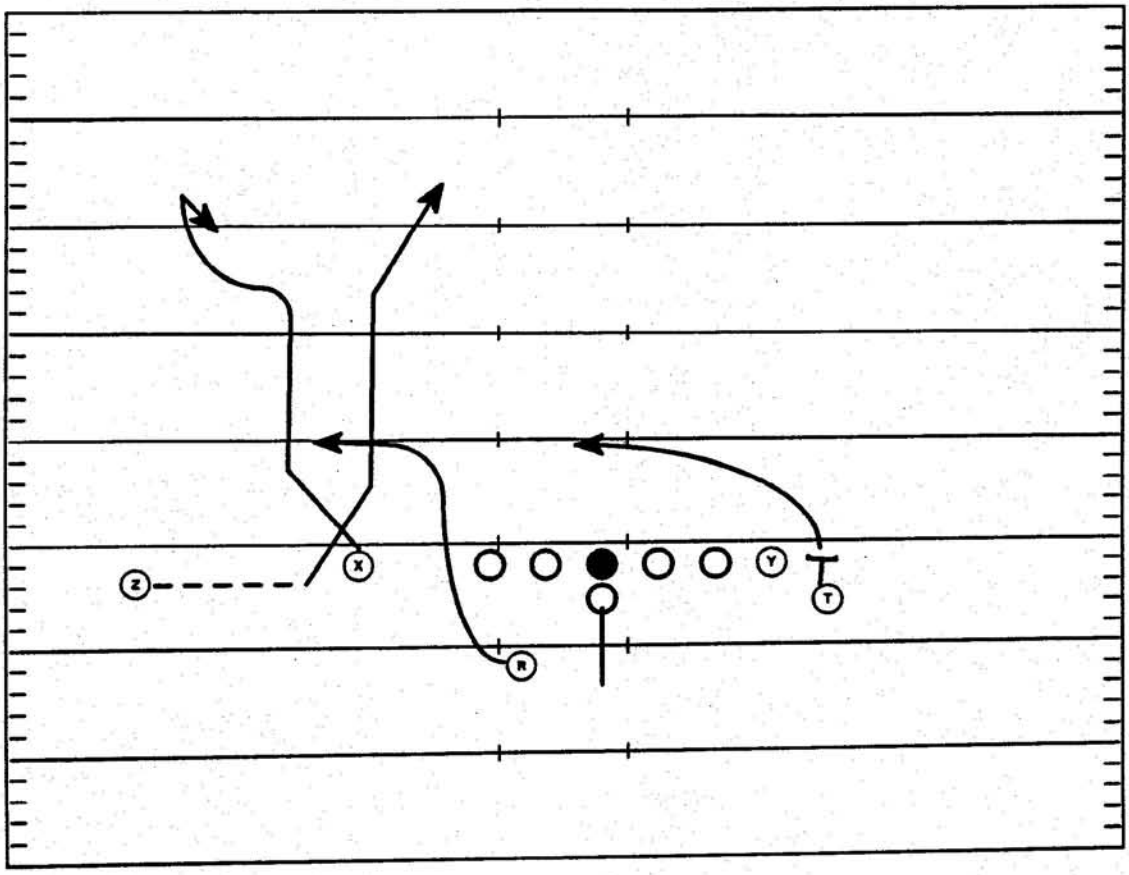
Z: Execute Post Route.

Y: Block Protection.

T: Block Protection - N/T - Execute Drag Route.

R: Free Release, Execute Flat Route. From Home Position Execute Swing Route.

2/3 FLOOD TWINS ZHM 78/9 X OUT HOOK



QB: COACHING POINT: 7 Step Drop. Progression Read of X-R-T.
Alert for Z on Post -Vs- Man Coverage with no Post Player.

X: Execute Out Hook Route.

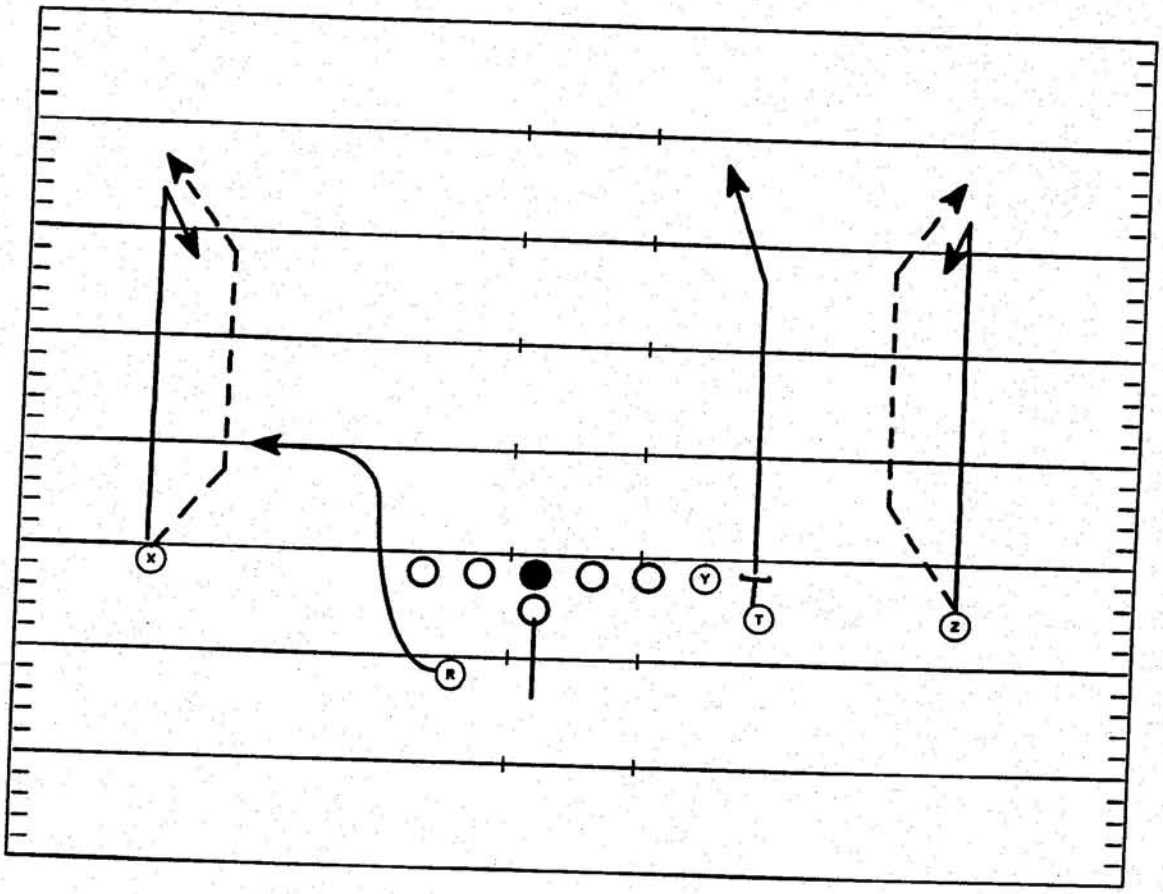
Z: Execute Post Route.

Y: Block Protection.

T: Block Protection - N/T - Execute Drag Route.

R: Free Release, Execute Flat Route. From Home Position Execute Swing - Route.

2/3 FLOOD 78/9 CURL T POST



QB: COACHING POINT: 7 Step Drop. Progression Read of X-R. Be Alert to 1 on 1. Progression 1. X 2. R

X: Execute 16 yard Curl Route. Normal Conversions

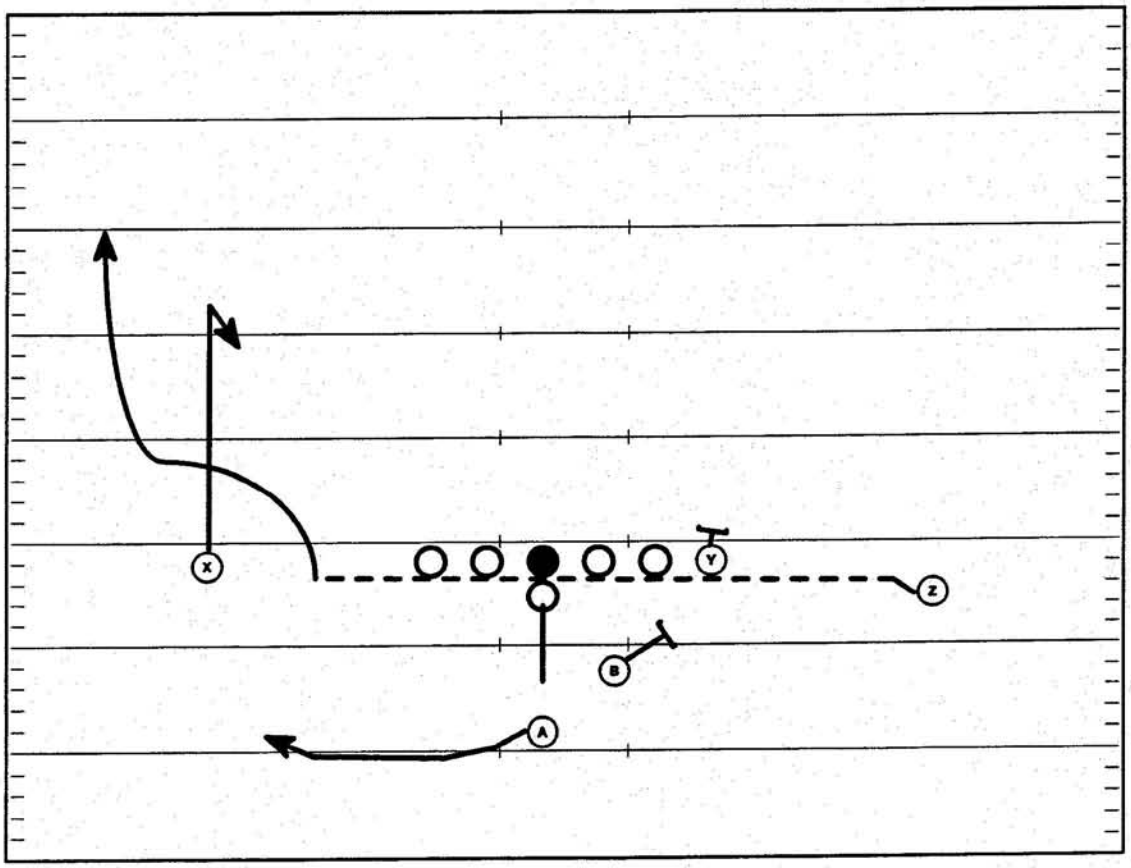
Z: Execute 16 yard Curl Route. Normal Conversions

Y: Block Protection.

T: Block Protection - N/T - Execute Post Route.

R: Free Release, Execute Flat Route. From Home Position Execute Swing Route.

0/1 STRONG Z FLY 78/9 SEMI CURL Z WHEEL



QB: COACHING POINT: 5 Step Rythm Throw - X-A. Alert Z on Wheel.

X: Execute Semi Curl Route.

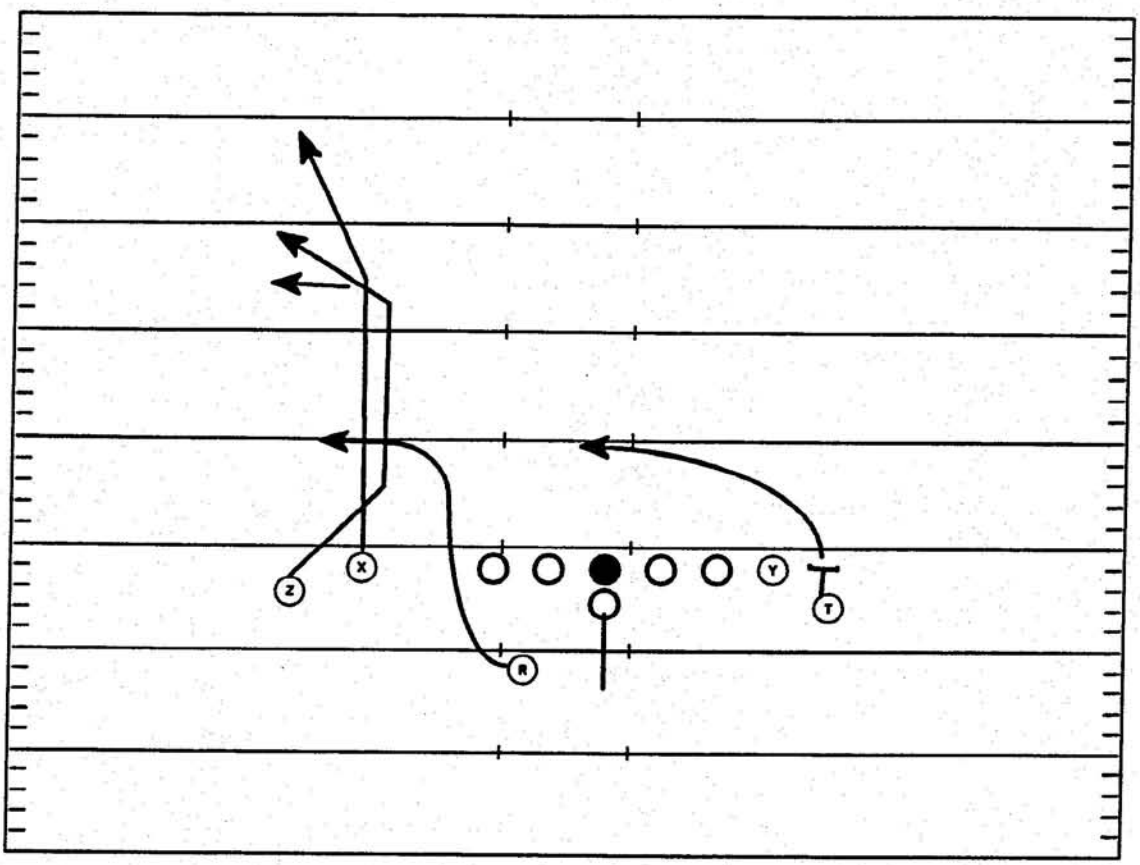
Z: Execute Wheel Route.

Y: Block Protection.

B: Block Protection.

A: Free Release, Execute Swing Route.

2/3 FLOOD TWINS 78/9 X TRIPLE



QB: COACHING POINT: 7 Step Drop. Progression Read of Z-R-T.

X: Execute Flag Route - Aiming point is back flag.

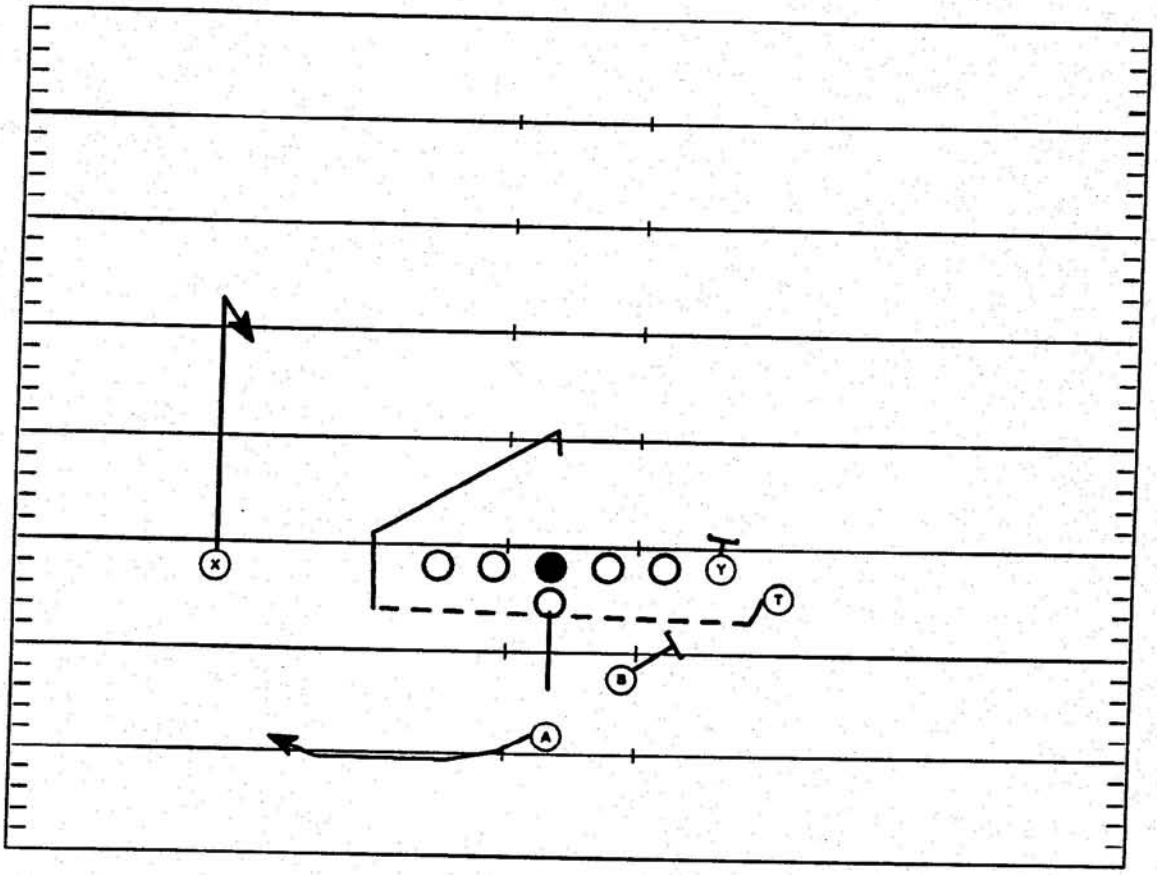
Z: Execute Sail Route.

Y: Block Protection.

T: Block Protection - N/T - Execute Drag Route.

R: Free Release, Execute Flat Route. From Home Position Execute Swing Route.

0/1 STRONG CLOSE T FLY 78/9 SEMI CURL



QB: COACHING POINT: 5 Step Rythm Throw - T-X-A.

X: Execute Semi Curl Route.

T: Execute Look Route.

Y: Block Protection.

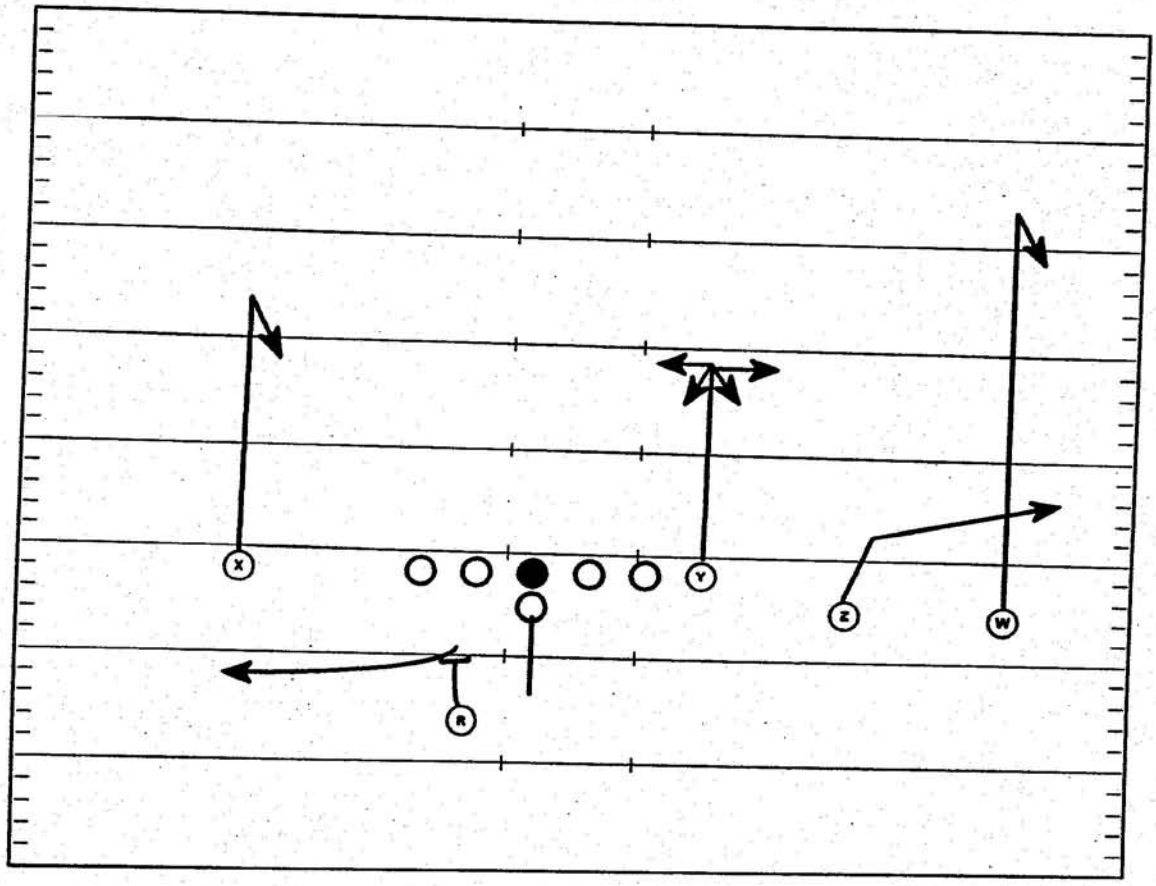
B: Block Protection.

A: Free Release, Execute Swing Route.

CONTROL

1. 62/3 SEMI Y OPTION
2. 62/3 SE Z OPTION
3. 62/3 SE DBL HOOK
4. 62/3 SE Y FLAG Z LOOP
5. 62/3 SE Y HOOK (X GLANCE)
6. 62/3 RED Y STOP Z DIG
7. 62/3 SEMI Z SHAKE
8. 62/3 RED Y STOP B ANGLE
9. 62/3 COMEBACK A CLOSE
10. 62/3 SE B ANGLE X GLANCE

2/3 WIDER 62/3 SEMI Y OPTION



QB: COACHING POINT: 5 Step Drop. Base Progression of Y-Z-W. Be alert to X 1 on 1.

PROGRESSION: 1. Y 2. Z 3. W
ADJUSTMENT: X - 1 on 1. 1. X 2. Y 3. Z

X: Execute Semi Curl

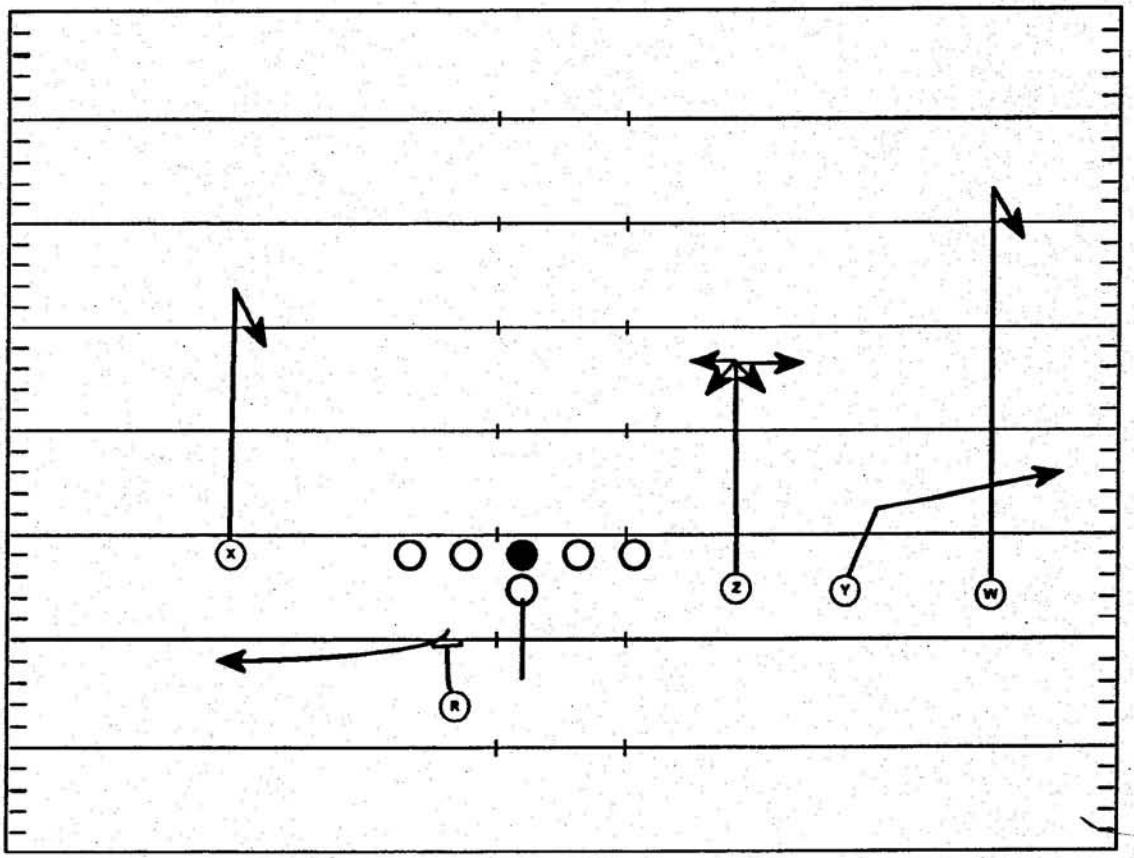
Z: Execute Diagonal Route.

Y: Execute Option Route.

W: Execute 16 yard Comeback - Normal Conversions.

R: Block Protection. N/T Execute Swing Route.

2/3 SPLIT WIDER 62/3 SEMI Z OPTION



QB: COACHING POINT: 5 Step Drop. Base Progression Z-W.
Be Alert to X 1 on 1.

X: Execute Semi Curl

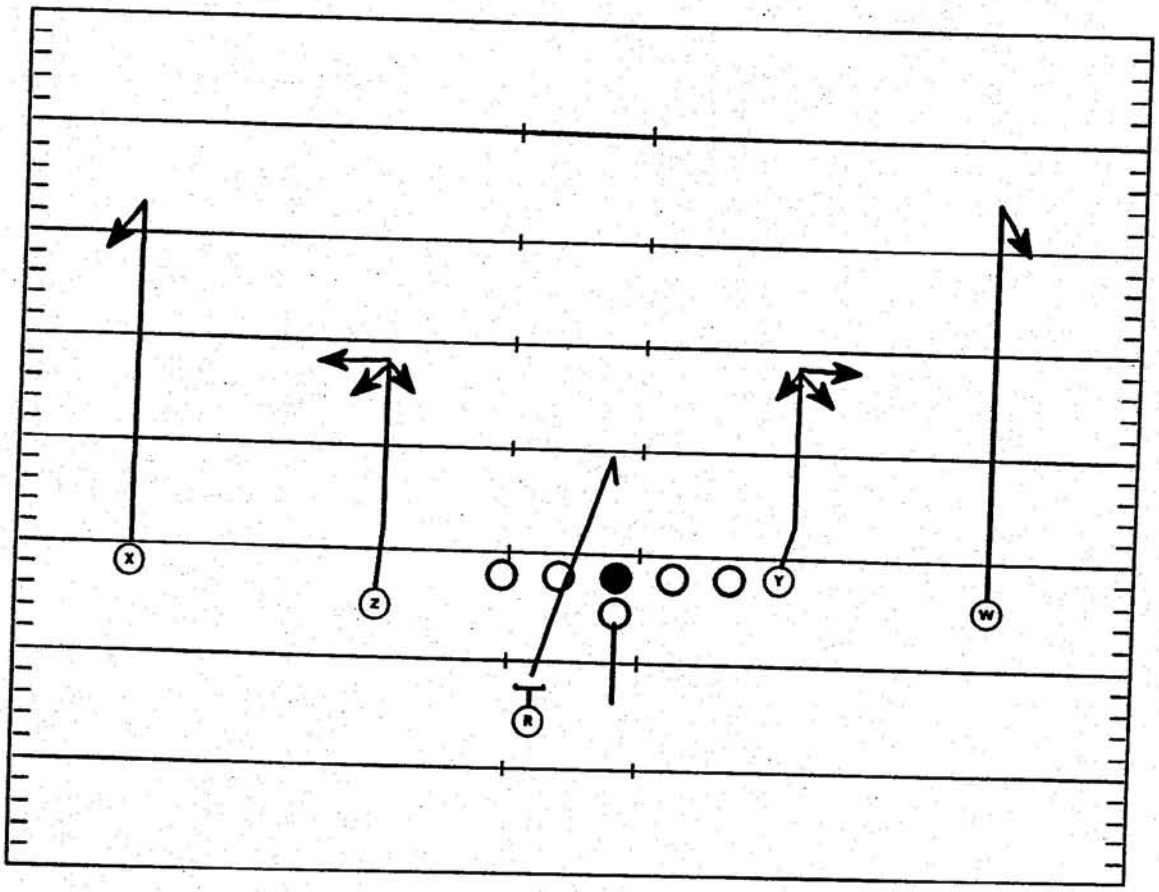
Z: Execute Option Route.

Y: Execute Diagonal Route.

W: Execute 16 yard Comeback - Normal Conversions.

R: Block Protection. N/T Execute Swing Route.

2/3 SLOT WIDE 62/3 SEMI DBL HOOK



QB: COACHING POINT: 5 Step rhythm throw. Base progression read of Z-X-R. Vs 1 inside backer key his drop to take you back Y-W-R. Also be aware of corner technique.

X: Execute 16 yard Comeback - Normal Conversions.

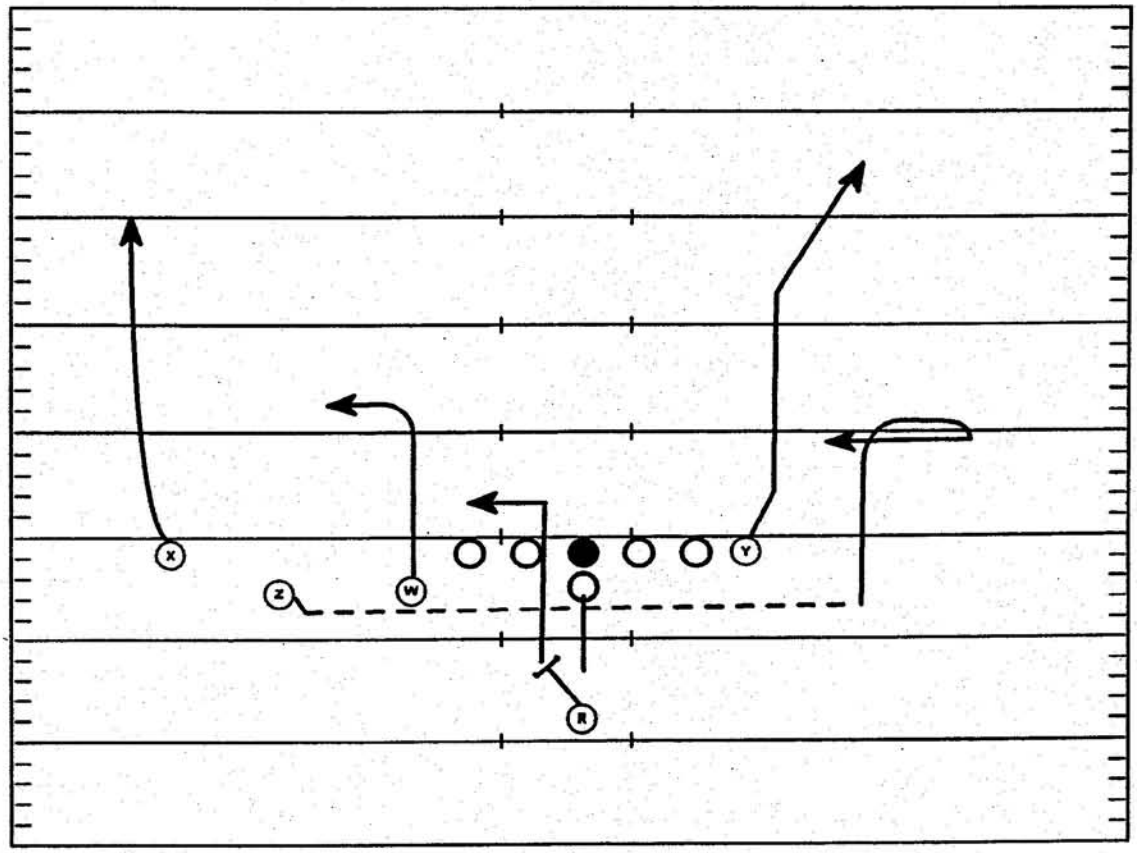
Z: Execute 8-10 yard Hook Route.

Y: Execute 8-10 yard Hook Route.

W: Execute 16 yard Comeback - Normal Conversions.

R: Block Protection. N/T Execute Checkdown Route.

0/1 UP SLOT ZMO 62/3 SEMI Y FLAG Z LOOP



QB: COACHING POINT: Quick 5 step Drop. Vs- 2 High know the alignment over W, to read X-W-R. If you eliminate that side go Y to Z.

X: Execute Outside Release Go Route.

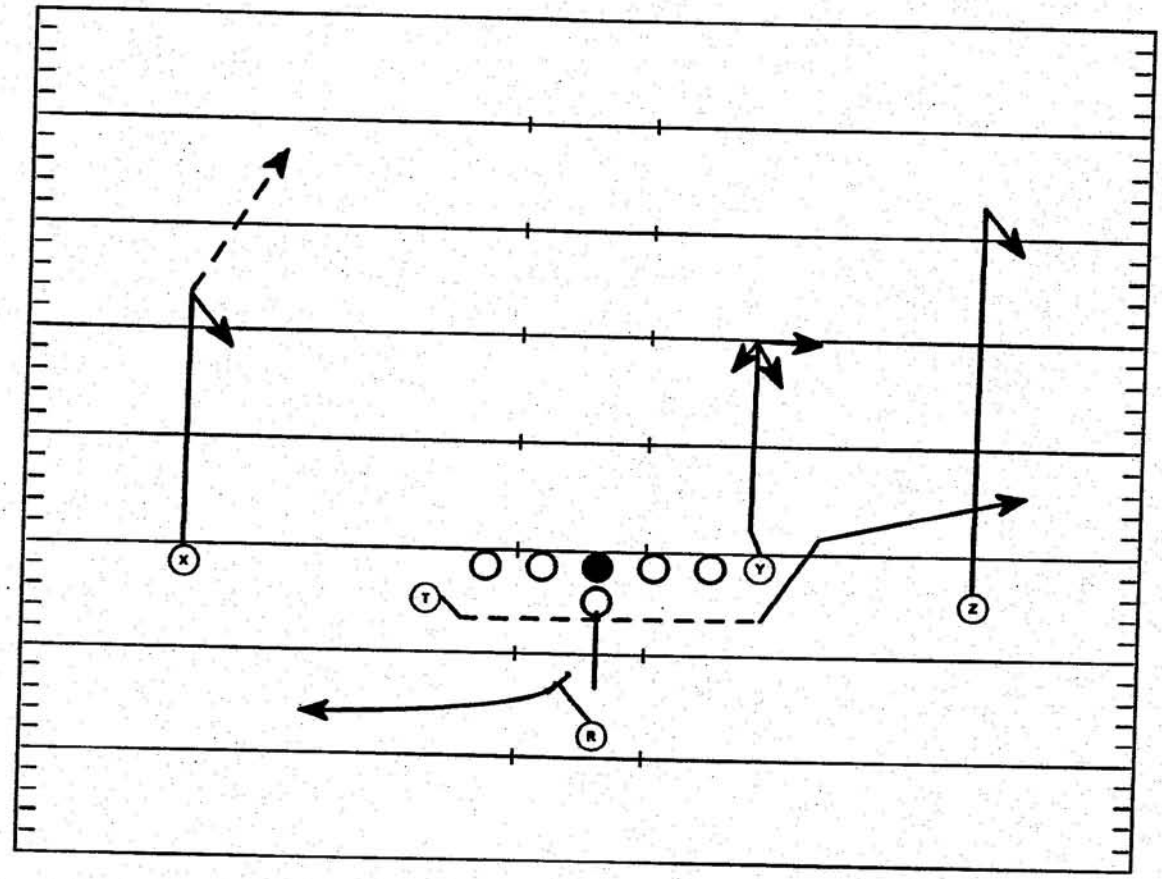
Z: Execute 6 yard Loop ROute. - Note: Vs. Man Coverage Break In or Out.

Y: Execute Flag Route.

W: Execute 6 Yard Out.

R: Block Protection. N/T Execute Leak Route.

0/1 UP TMO 62/3 SE Y HOOK (X GLANCE)



QB: COACHING POINT: 5 Step Rhythum throw of Y-T-Z. Alert to X 1 on 1.

X: Execute 12 yard Semi Curl Route.

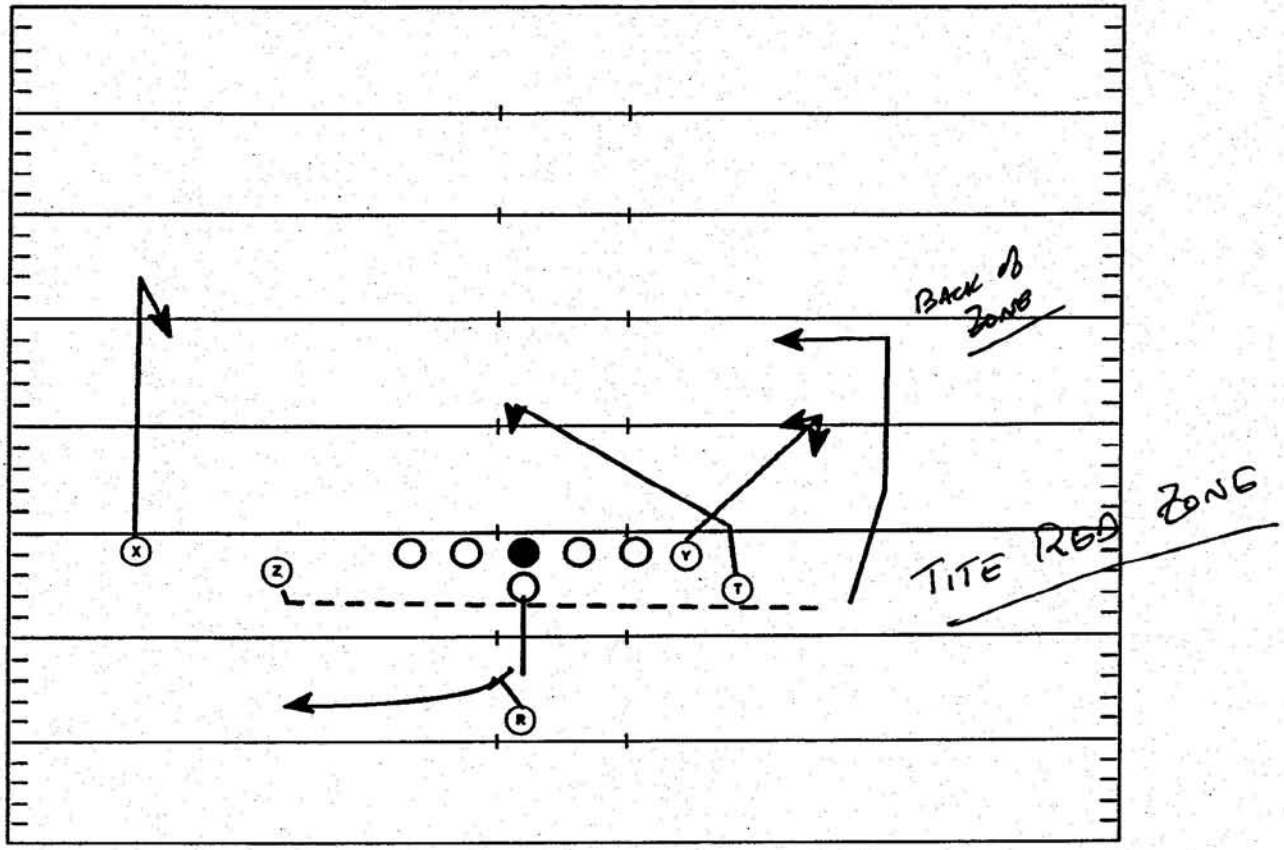
Z: Execute 16 yard Comeback Route. - Normal Conversions.

Y: Execute Hook Route.

T: Execute Diagonal Route.

R: Block Protection. N/T Execute *Swing* Route.

0/1 FLOOD SLOT ZMO 62/3 RED Y STOP Z DIG



QB: COACHING POINT: Quick 5 Step Drop - Key SS work Z-Y-T.
Alert X 1 on 1 for Signal.

X: Minimal Split. Execute a Semi Curl. Red Zone Occupy 2 Defenders. Vs. 1 on 1 Execute a Fade Route.

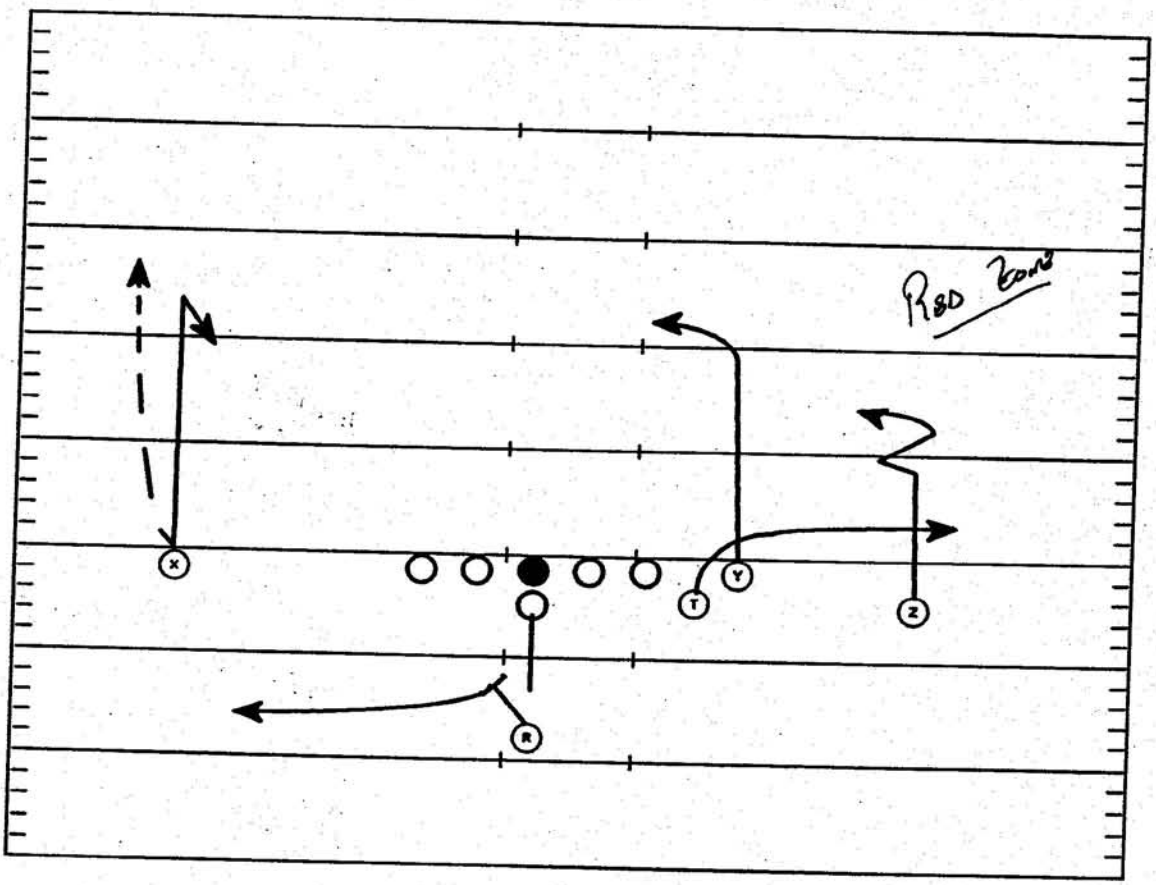
Z: Motion Across to 6 yards outside TE. Push Vertial to 2 yards in front of the end line, Execute an In Route in Back of End Zone.

Y: Execute Stop Route - 2 yards Deep in the End Zone.

T: Release Under Y, Drive Over the Ball, Execute a Look Route.

R: Block Protection. N/T Execute Swing Route.

0/1 BOX 62/3 SEMI Z SHAKE



QB: COACHING POINT: Quick 5 step drop. Key SS work Y-Z-T. Alert X 1 on 1. (Signal)

X: Execute 12 yard Semi Curl Route. Red Zone occupy 2 defenders.

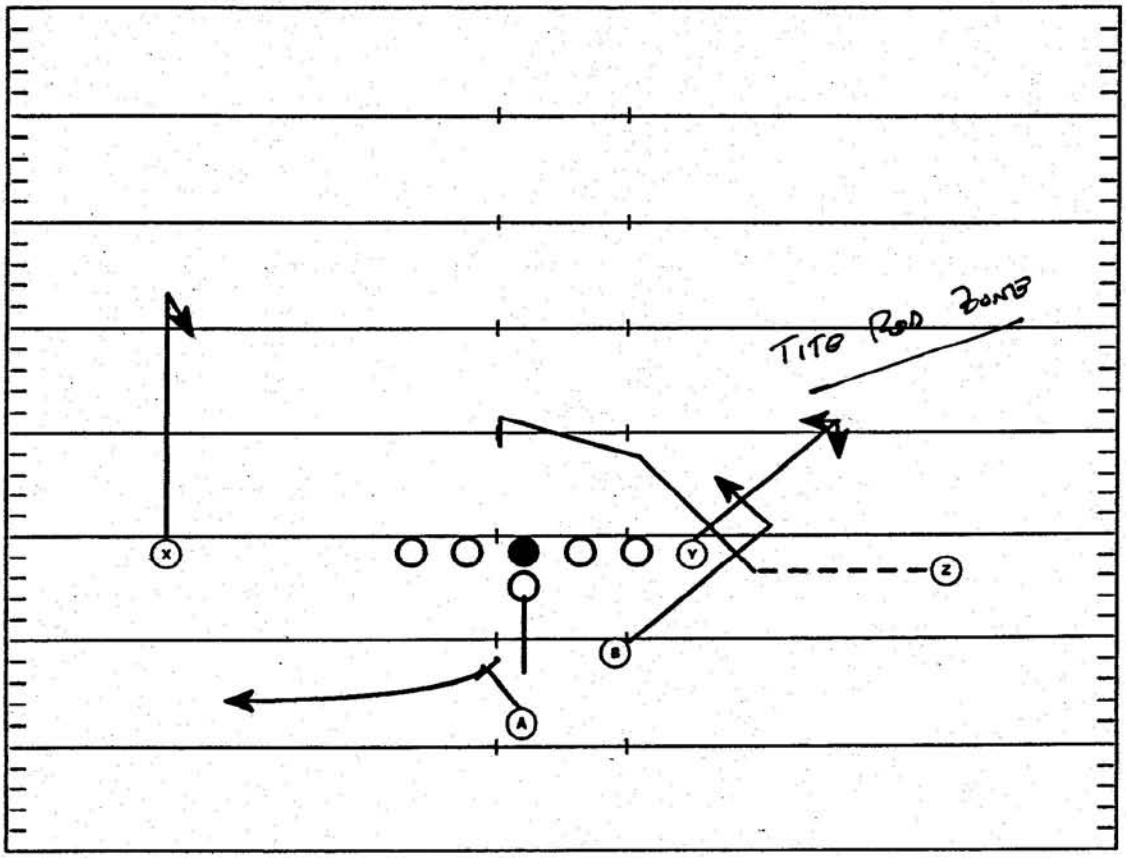
Z: Execute Shake Route. Split - Bottom of the numbers.

Y: Execute In Route.

T: Execute Diagonal Route.

R: Block Protection. N/T Execute *Swing* Route.

0/1 STRONG ZHF 62/3 RED Y STOP B ANGLE



QB: COACHING POINT: Quick 5 step Drop. Base Progression of B-Y-Z.

X: Execute Semi Curl.

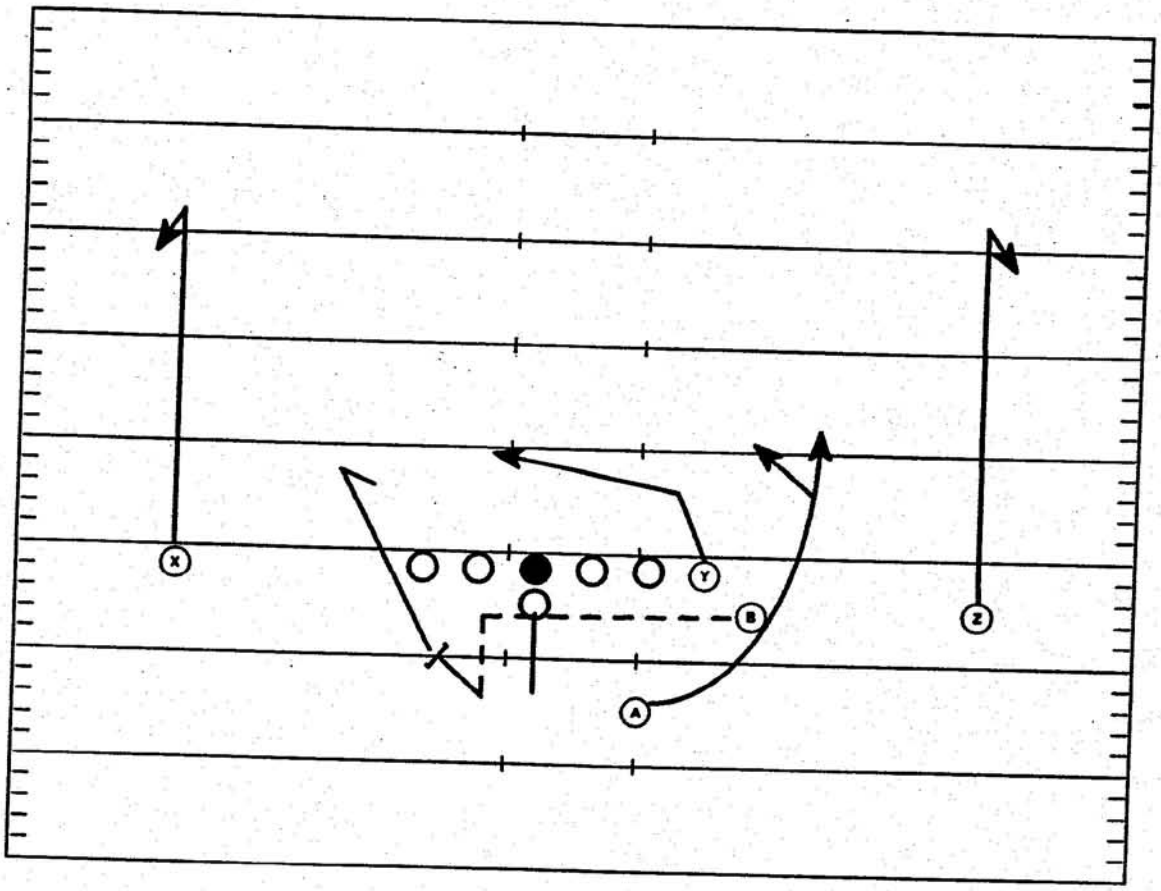
Z: Execute Look Route.

Y: Execute Stop Route.

B: Execute Angle Route.

A: Block Protection. N/T Execute *Swing* Route.

8/9 FLOOD B FLY 62/3 COMEBACK A CLOSE



QB: COACHING POINT: 5 Step Drop - Progression Read of Y-A-X/Z
A will either stay up the seam or slant.

X: Execute 16 yard Comeback - Normal Conversions.

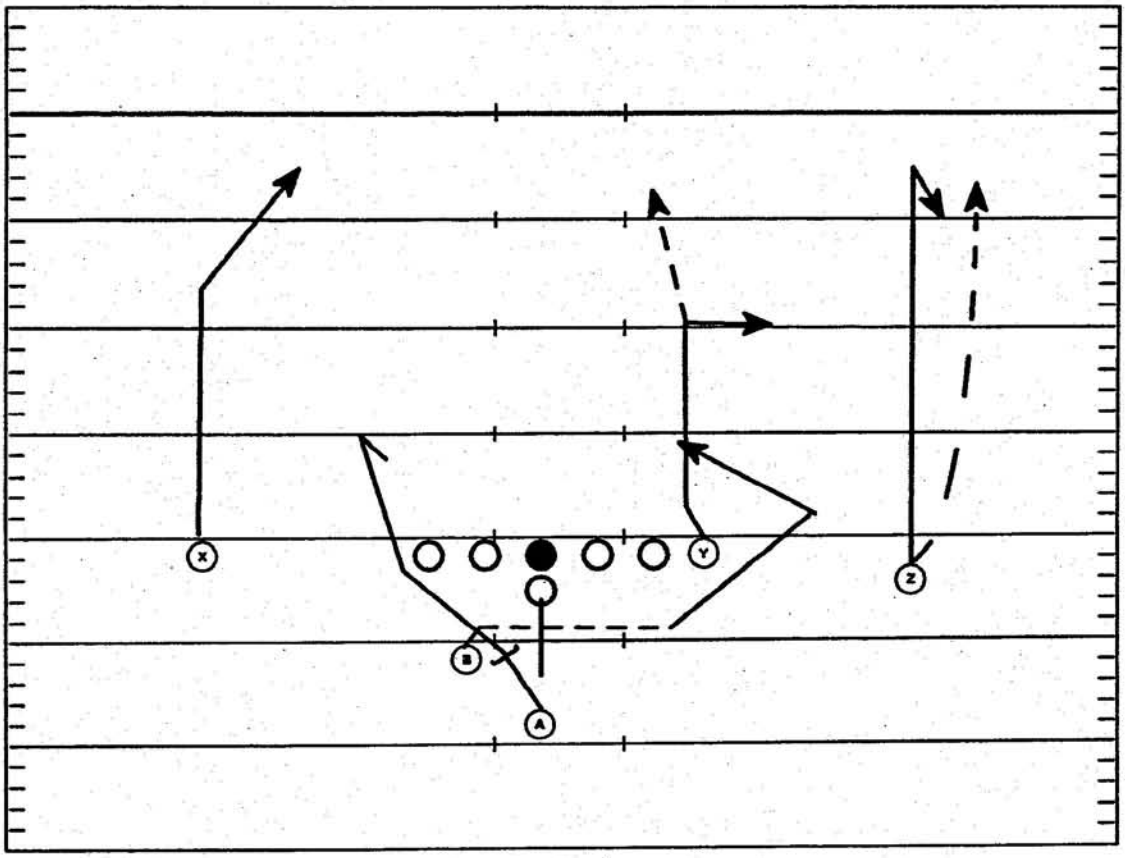
Z: Execute 16 yard Comeback - Normal Conversions.

Y: Execute Drag Route.

A: Free Release, Execute a Close Route.

B: Block Protection. N/T Execute *Stop* Route.

0/1 WK BMO 62/3 SE B ANGLE X GLANCE



QB: COACHING POINT: 5 Step Drop. Base Progression REad of B-Y-Z.
Alert to X 1 on 1 Vs: 3 SLide.
Progression 1. B 2. Y 3. Z

X: Execute 12 Yard Glance Route.

Z: Execute 16 yard Comeback - Normal COnversions.

Y: Middle Closed - Execute a 10 yard Out. Middle Open - Take the Middle.

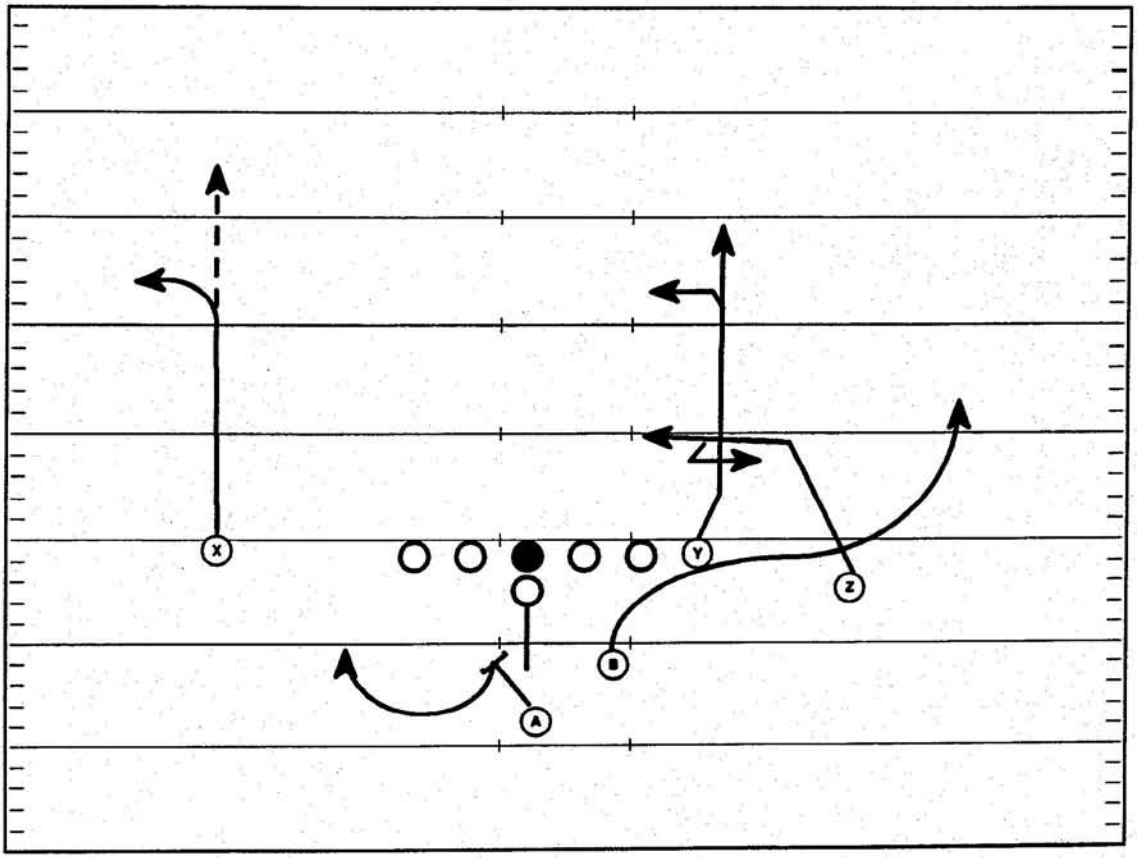
B: Execute Angle Route.

A: Block Protection. N/T Execute Stop Route.

READ

62/3 X READ
62/3 Z READ
62/3 W READ
62/3 W READ SPECIAL X SHALLOW
62/3 W READ X SHALLOW
76/7 X READ Y SHALLOW
76/7 X READ Z PLANE
76/7 X READ Z SHALLOW R CROSS
62/3 W READ Y SHALLOW R CROSS
62/3 X READ W SHALLOW

0/1 STR 62/3 X READ



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to Hit 5th Step and throw Semi to X. - Vs- Cover 2 eliminate X Work Y-Z.

PROGRESSION: 1. X 2. Y 3. Z OUTLET. R

X: Normal Split - Execute a Read Route. Normal Conversions.

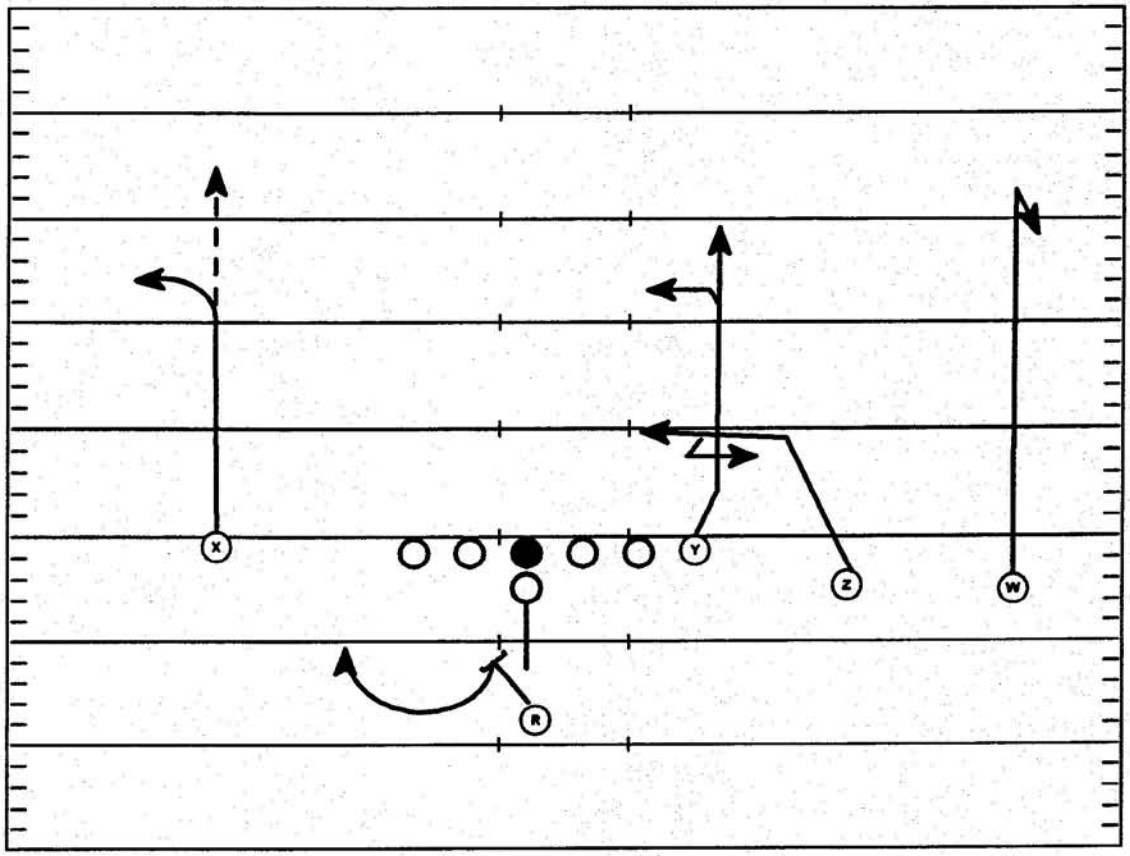
Z: 8 yard split from Y. Execute Shallow Route.

Y: Execute Streak Read.

B: Execute Wheel Route.

A: Block Protection - N/T - Execute a M Route.

2/3 WDR 62/3 X READ



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to Hit 5th Step and throw Semi to X. - Vs- Cover 2 eliminate X Work Y-Z.

PROGRESSION: 1. X 2. Y 3. Z OUTLET. R

X: Normal Split - Execute a Read Route. Normal Conversions.

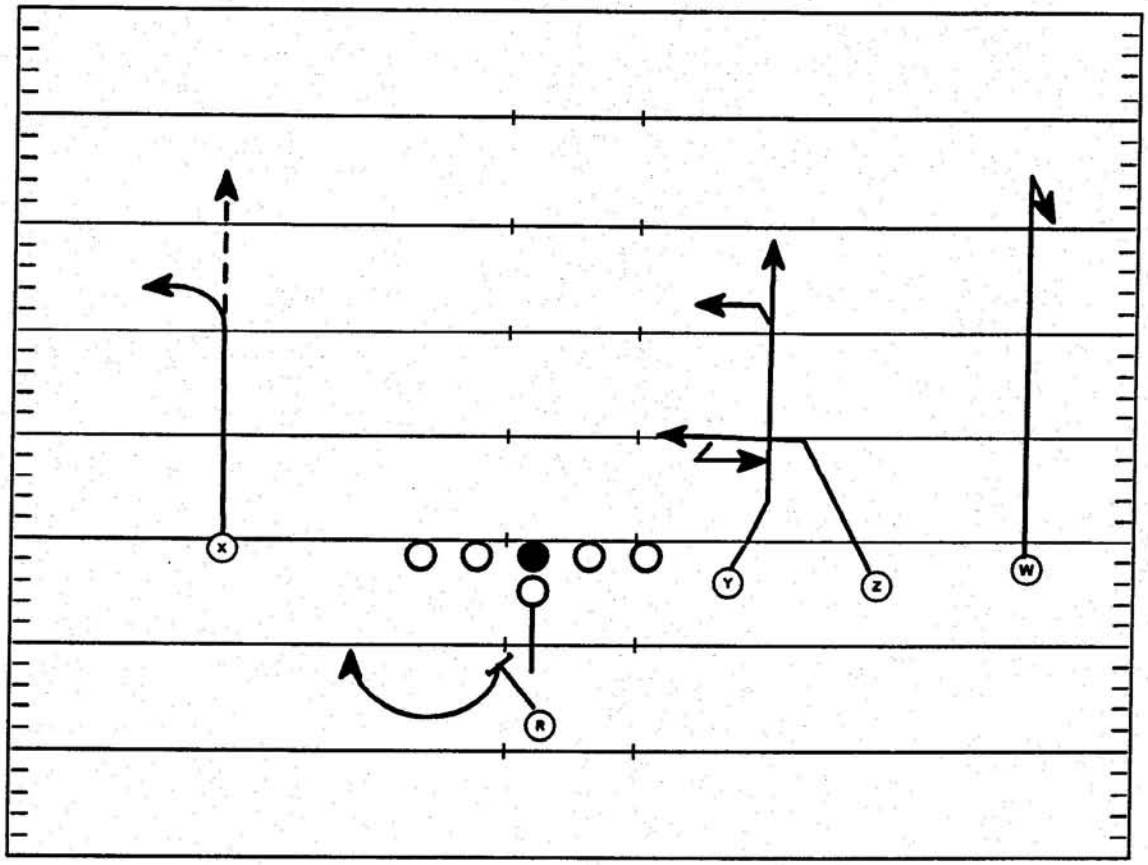
Z: 8 yard split from Y. Execute Shallow Route.

Y: Execute Streak Read.

W: Execute Comeback Route.

R: Block Protection - N/T - Execute a M Route.

JET RT/LT 62/3 Z READ



QB: COACHING POINT: 5-7 Step Drop. Must be ready to hit 5th step and throw Semi to Z. Vs- Cover 2 eliminte Z work X-Y-T.

PROGRESSION: 1. Z 2. X 3. Y OUTLET. R

X: Execute Streak Read.

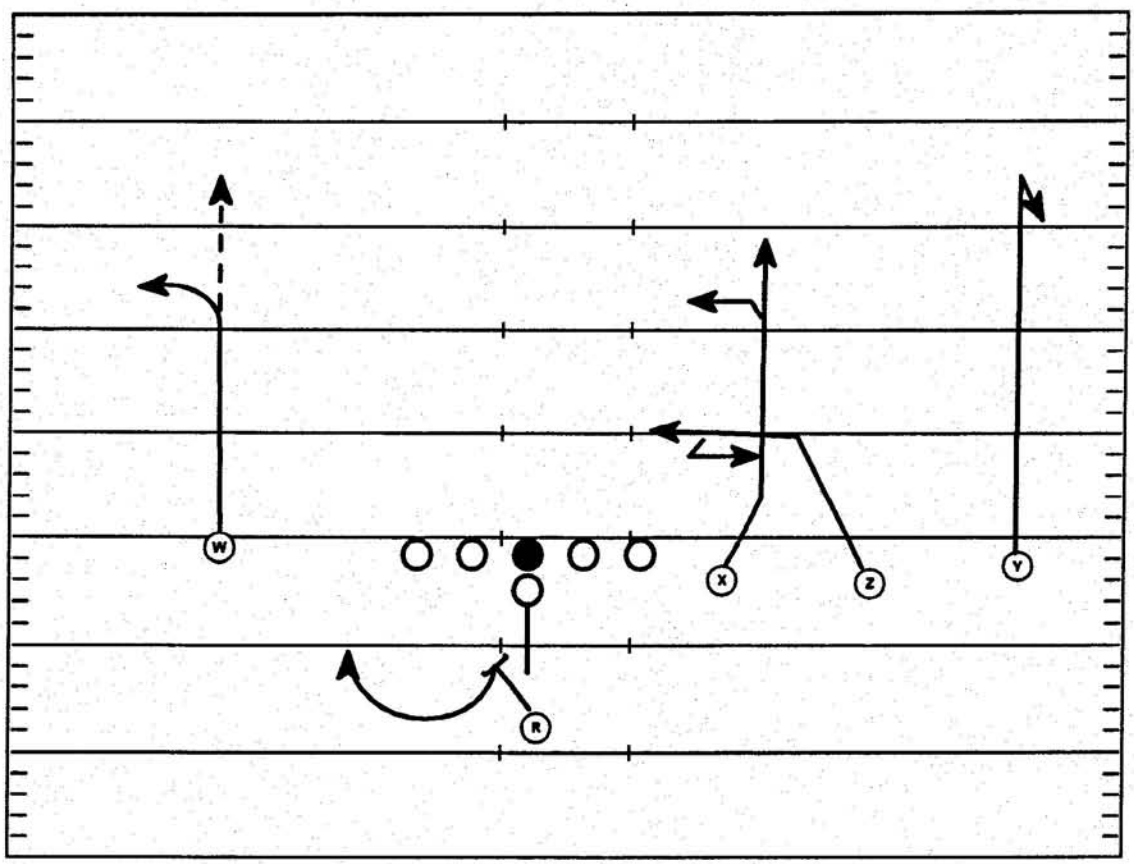
Z: Execute Read Route.

Y: Execute Comeback Route.

T: Execute Shallow Route.

R: Block Protection - N/T - Execute a M Route.

TAXI RT/LT 62/3 W READ



QB: COACHING POINT: 5-7 Step Drop. Must be ready to hit 5th step and throw Semi to W. Vs- Cover 2 eliminte W work X-Z-Y.

PROGRESSION: 1. W 2. X 3. Z OUTLET. R

X: Execute Streak Read.

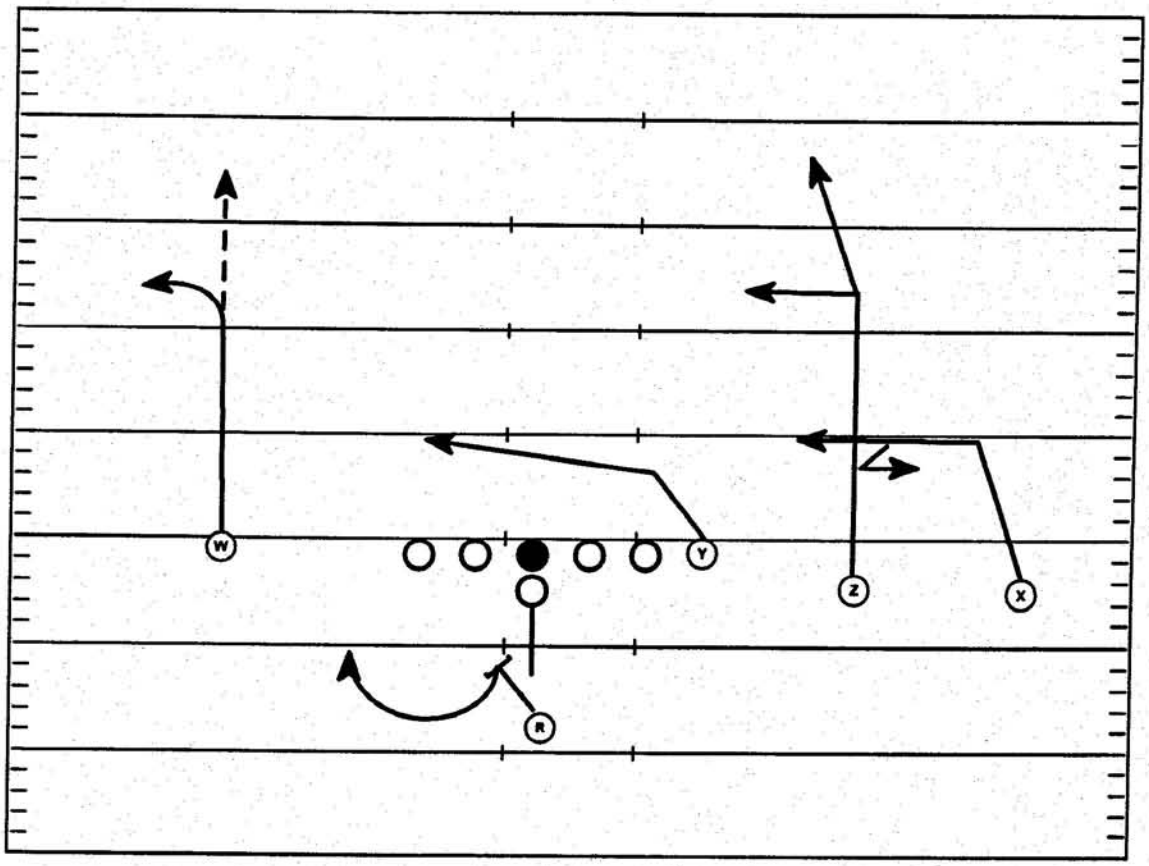
Z: Execute Shallow Route.

Y: Execute Comeback Route.

W: Execute Read Route.

R: Block Protection - N/T - Execute a M Route.

CHANGE 0/1 WDR 62/3 W READ SPECIAL X SHALLOW



QB: COACHING POINT: 5-7 Step Drop. Base Progression of W-Y-Z-X.

X: Normal Split - Execute a Shallow Route.

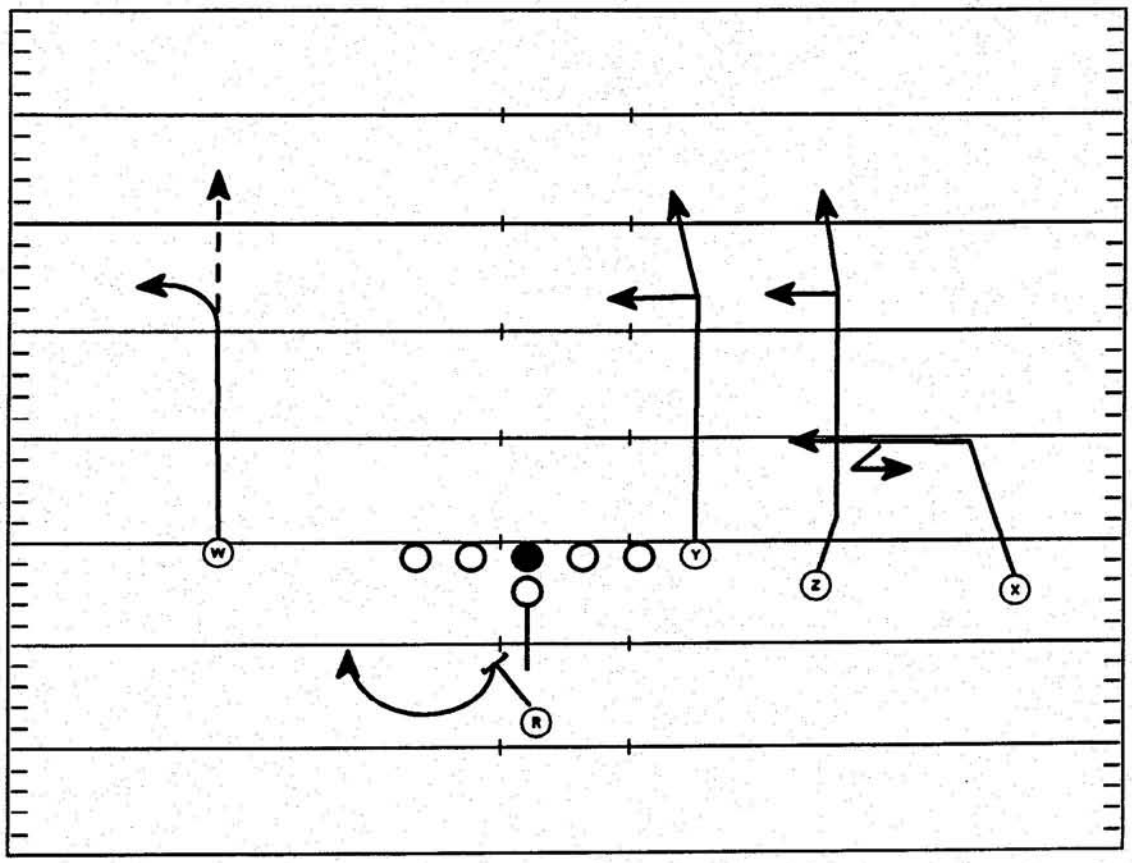
Z: Execute Streak Read Route.

Y: Execute Drag Route.

W: Execute Read Route.

R: Block Protection - N/T - Execute a M Route.

CHANGE 0/1 WDR 62/3 W READ X SHALLOW



QB: COACHING POINT: 5-7 Step Drop. Base Progression of W-Y/Z-X.
(Understand Y-Z Routes -Vs- Cov. 2)
PROGRESSION: 1. W 2. Y/Z 3. X OUTLET: R

X: Normal Split - Execute a Shallow Route.

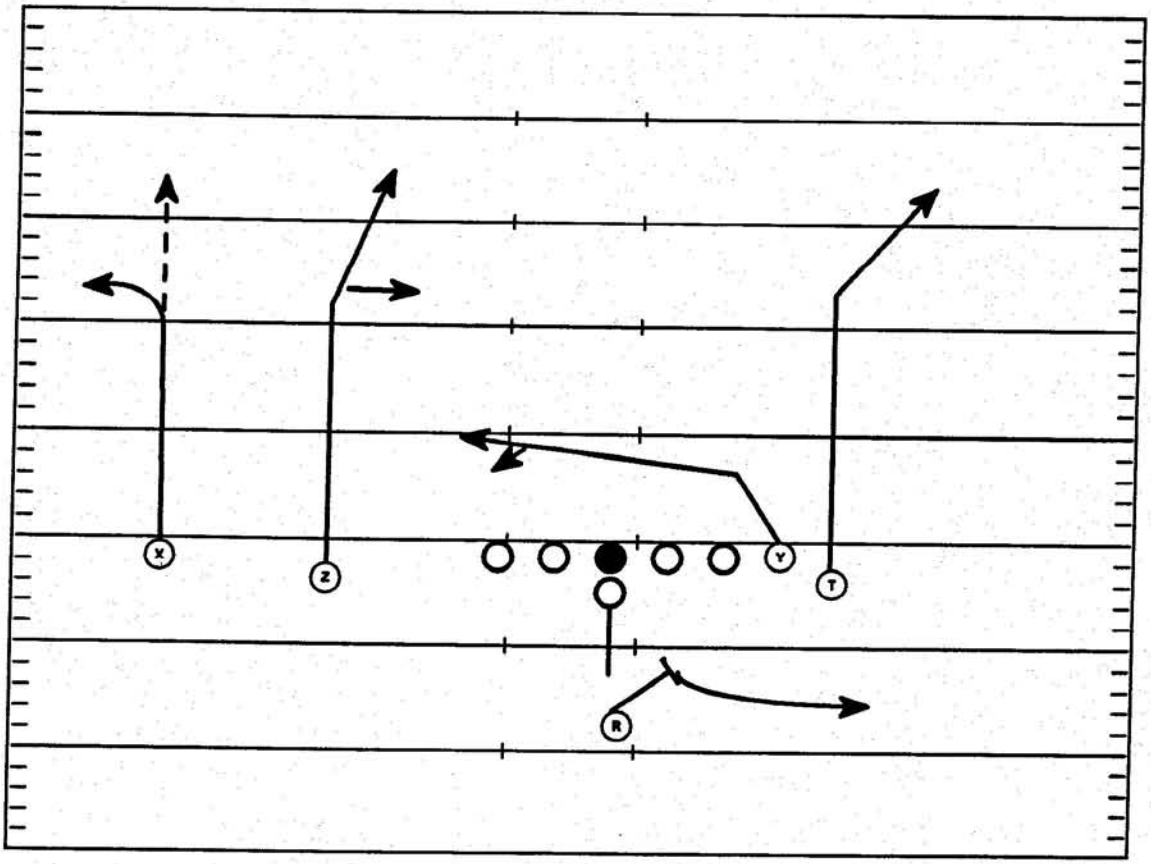
Z: Execute Streak Read Route.

Y: Execute Streak Read Route.

W: Execute Read Route.

R: Block Protection - N/T - Execute a M Route.

0/1 FLOOD SLOT 76/7 X READ Y SHALLOW



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to Hit 5th Step and throw Semi to X. - Vs- Cover 2 Work Z-X-Y.

PROGRESSION: 1. Z 2. X 3. Y OUTLET. R

X: Normal Split - Execute a Read Route. Normal Conversions.

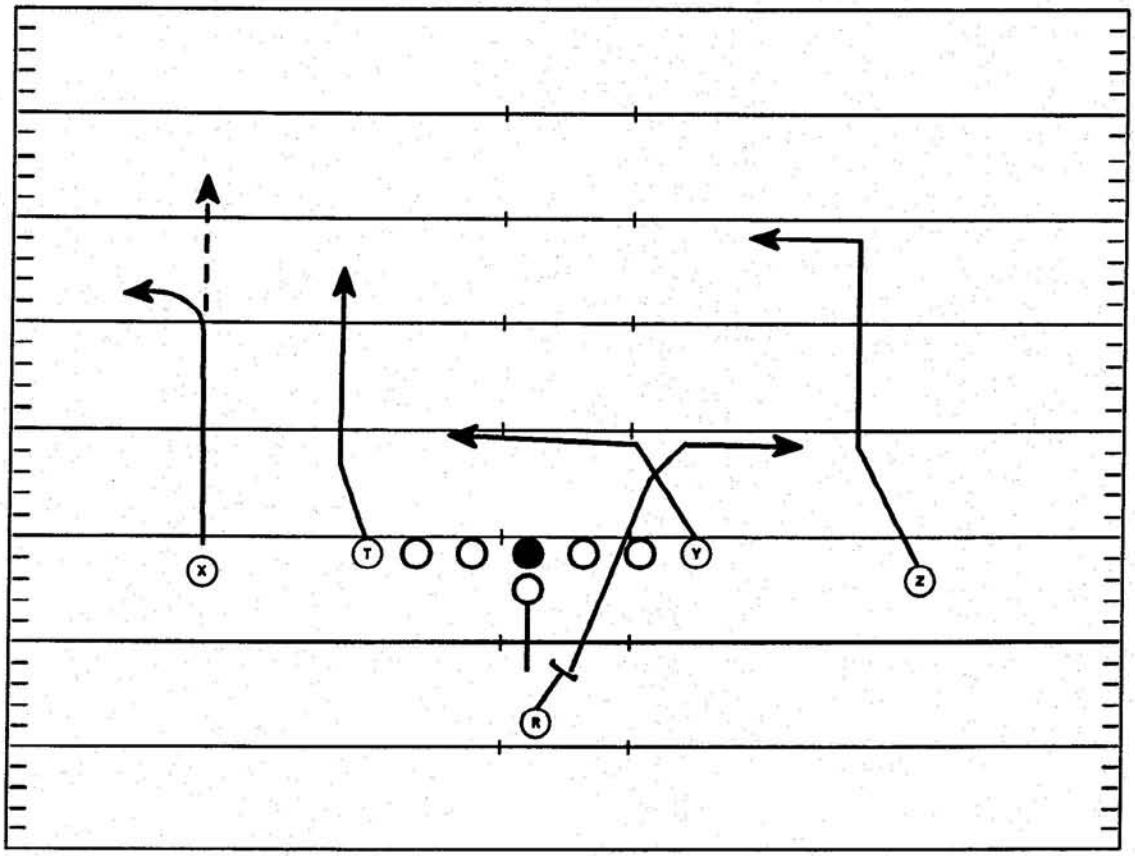
Z: Execute Streak Read.

Y: Execute Shallow Route.

T: Execute 12 yard Flag Route.

R: Block Protection - N/T - Execute Swing Route.

0/1 ON 76/7 X READ Z PLANE



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to Hit 5th step and throw Semi to X.

PROGRESSION: 1. X 2. Y 3. Z 4. R

X: Normal Split - Execute a Read Route - Normal Conversions.

Z: Execute 14 yard In Route.

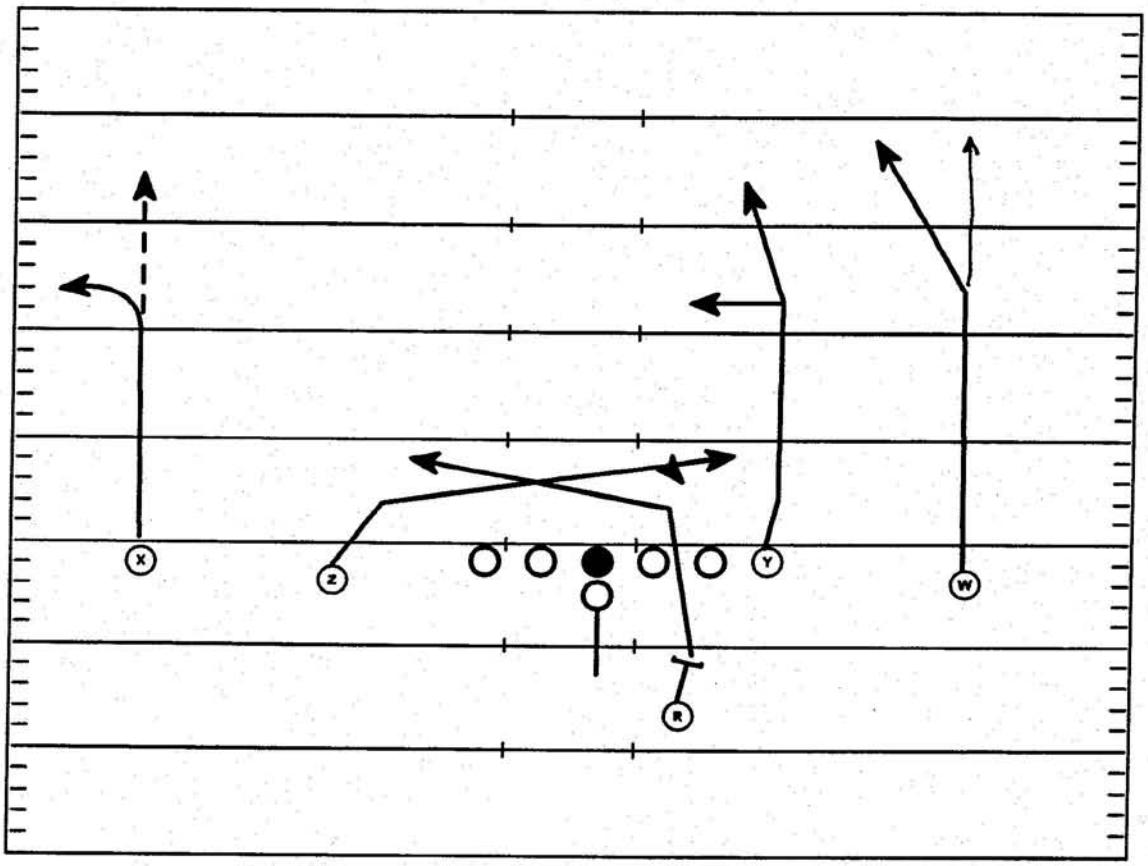
Y: Execute 5 yard In Route.

T: Execute Seam Route.

R: Block Protection - N/T - Execute 5 yard Flat Route.

8/9 SLOT WIDE 76/7 X READ Z SHALLOW R CROSS

(8/9 SLOT WIDE 62/3 - CTR PROTECTION)



QB: COACHING POINT: 5-7 Step Drop. Vs. Single High work X-Y-Z-R. Vs. Cover 2 Work Y-W-Z-R.

PROGRESSION: 1. X 2. Y 3. Z 4. R

X: Execute Read Route - Normal COnversions.

Z: Execute Shallow Route.

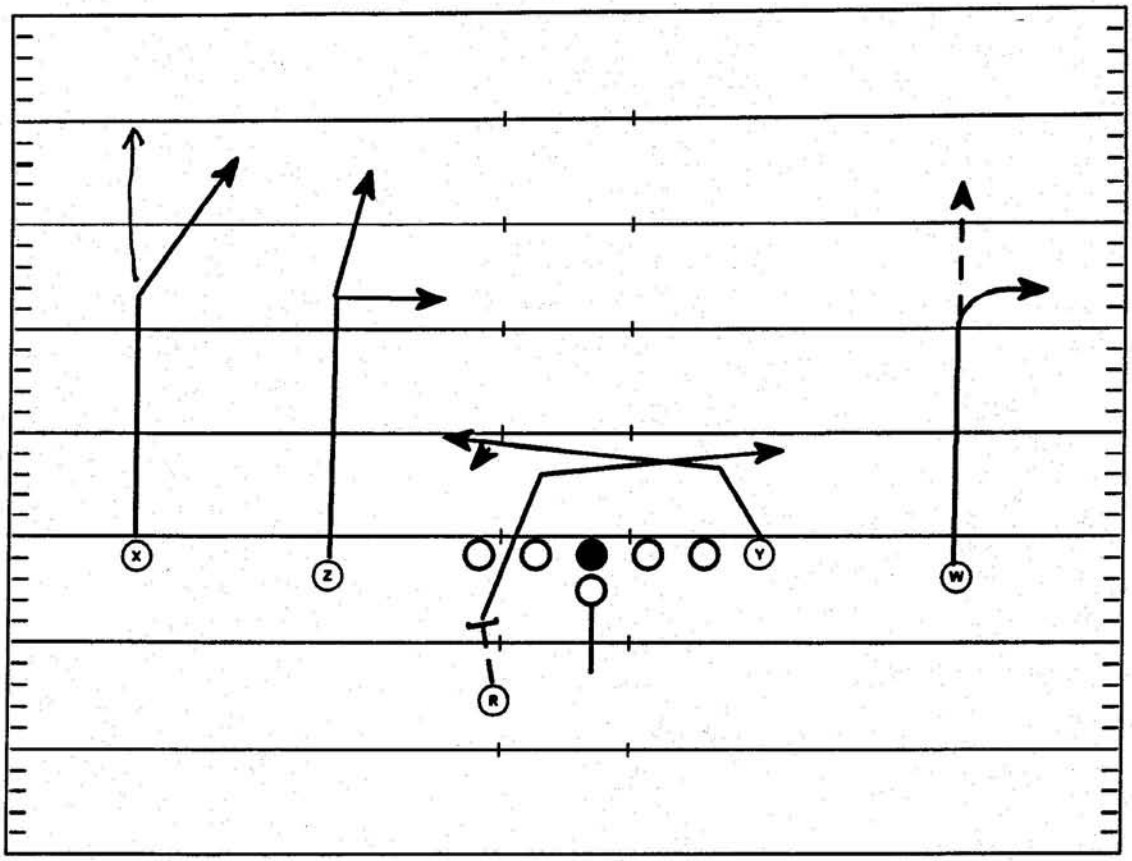
Y: Execute Streak Read.

W: Execute 12 yard Post - Normal Conversions.

R: Block Protection - N/T - Execute Cross Route.

8/9 SLOT WIDE 62/3 W READ Y SHALLOW R CROSS

(2/3 SLOT WIDE 76/7 - CTR PROTECTION)



QB: COACHING POINT: 5-7 Step Drop. Vs. Single High work W-Z-Y-R. Vs. Cover 2 work Z-X-Y-R.

PROGRESSION: 1. W 2. Z 3. Y 4. R

X: Execute 12 yard Post Route - Normal COnversions.

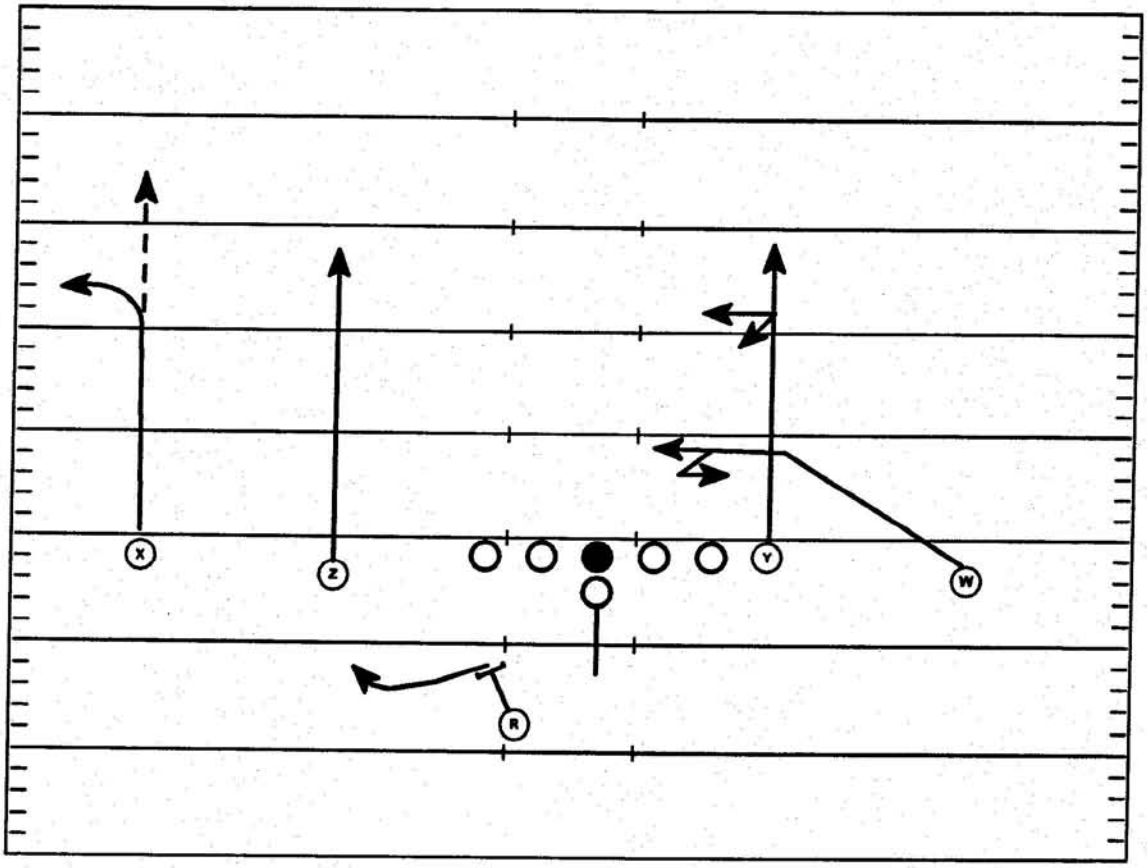
Z: Execute Streak Read.

Y: Execute Shallow Route.

W: Execute Read Route - Normal Conversions.

R: Block Protection - N/T - Execute Cross Route.

2/3 SLOT WIDE 62/3 X READ W SHALLOW



QB: COACHING POINT: 5 to 7 step drop. Must be ready to hit 5th step and throw Semi to X. vs: Cover 2 - Eliminate X, come backside.

PROGRESSION: 1. X 2. Y 3. W

X: Execute Read Route - Normal COnversions.

Z: Execute Seam Route.

Y: Execute Streak Read.

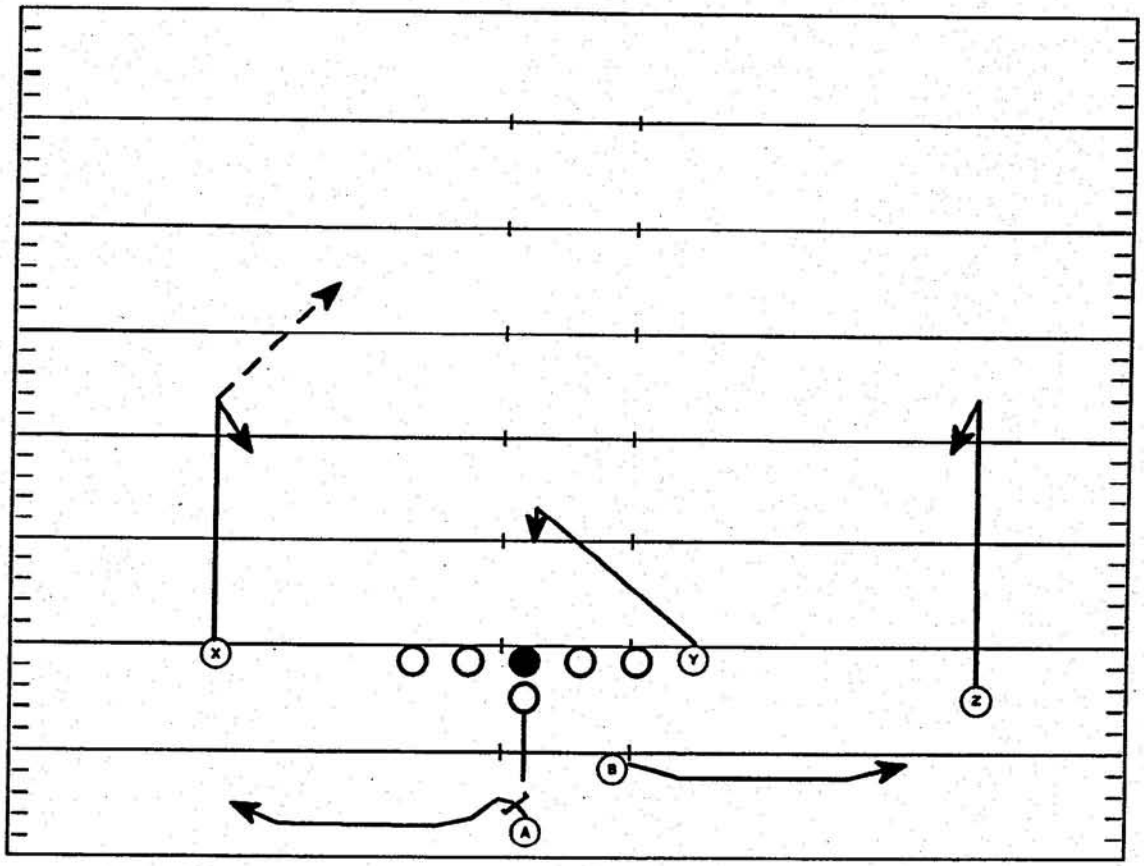
W: Execute Shallow Route.

R: Block Protection - N/T - Execute M Route.

CURLS

62/3 SEMI CURL (X GLANCE)
74/5 SEMI CURL
62/3 SEMI CURL SPECIAL (X GLANCE)
74/5 SEMI DIAG. CURL
74/5 DIAG. CURL
74/5 SEMI Z CHOICE Y FLAG
62/3 SE W CHOICE
77/6 DIAG. CURL

0/1 STRONG 62/3 SEMI CURL (X GLANCE)



QB: COACHING POINT: 5 Step rhythm throw. Progression read of Y-Z-B. Be alert to X 1 on 1.

PROGRESSION: 1. Y 2. Z 3. B

X: Execute a Semi Curl.

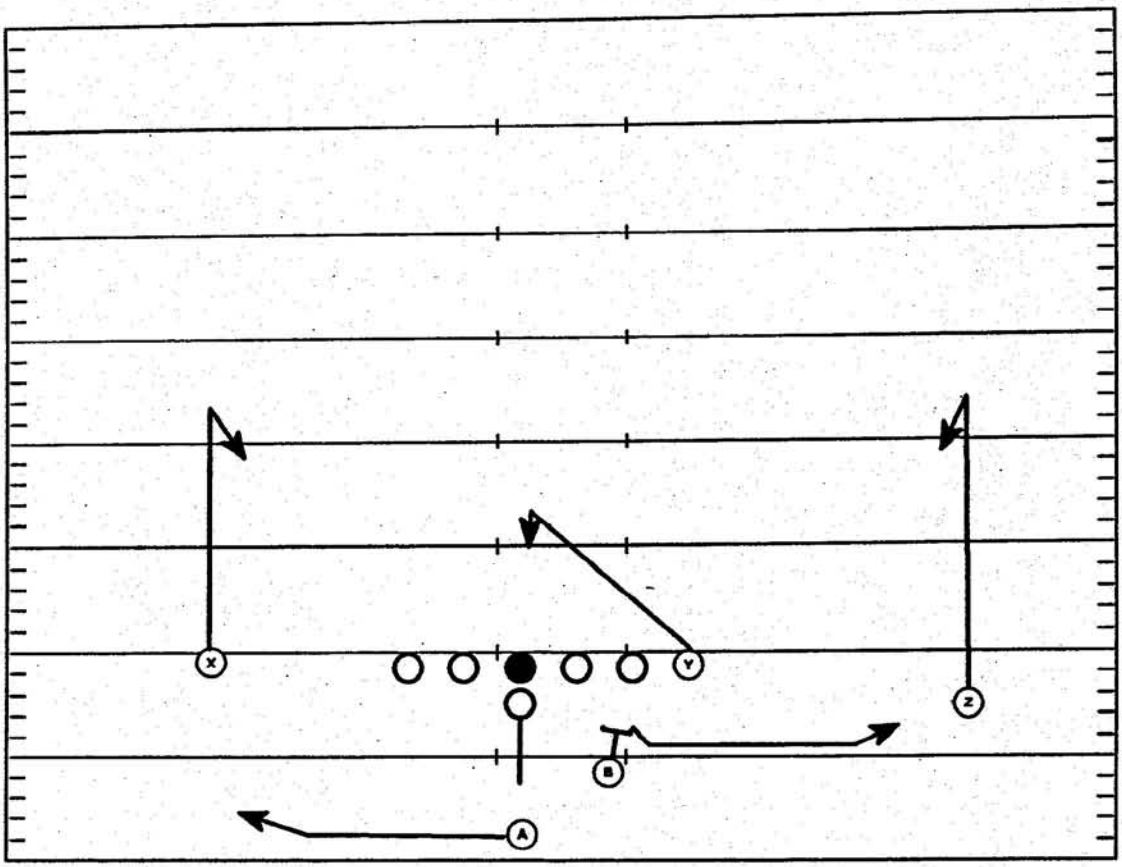
Z: Execute a Semi Curl.

Y: Execute Look Route.

B: Execute Swing Route.

A: Block Protection - N/T - Execute a Swing.

0/1 STRONG 74/5 SEMI CURL



QB: COACHING POINT: 5 Step rhythm throw. Progression read of Y-X-A. Vs 4 Sky coverage come back Y-Z-B.

PROGRESSION: 1. Y 2. X 3. A

X: Execute a Semi Curl.

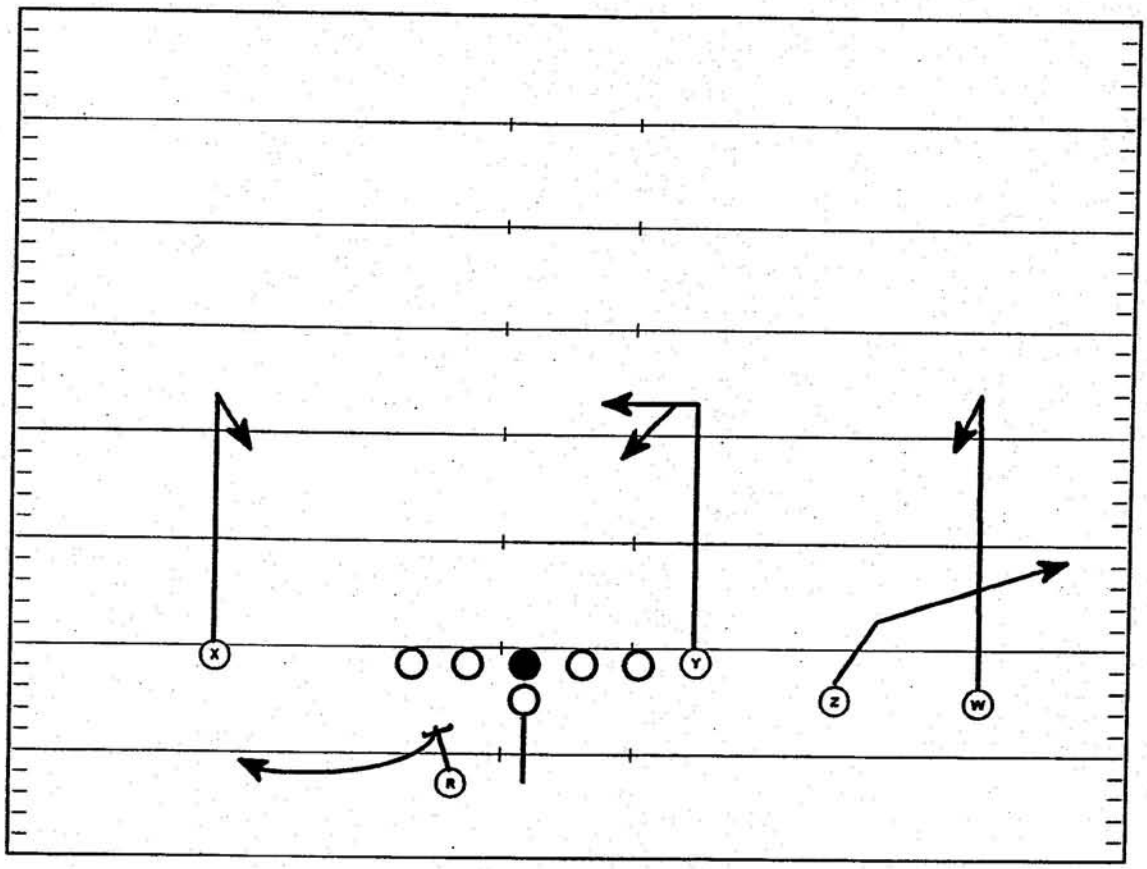
Z: Execute a Semi Curl.

Y: Execute Look Route.

A: Execute Swing Route.

B: Block Protection - N/T - Execute a Swing.

2/3 WIDER 62/3 SEMI CURL SPECIAL



QB: COACHING POINT: 5 Step rhythm throw. Progression read of W-Z-Y. Be alert for X 1 on 1.

PROGRESSION: 1. W 2. Z 3. Y

X: Normal Split - Execute a Semi Curl.

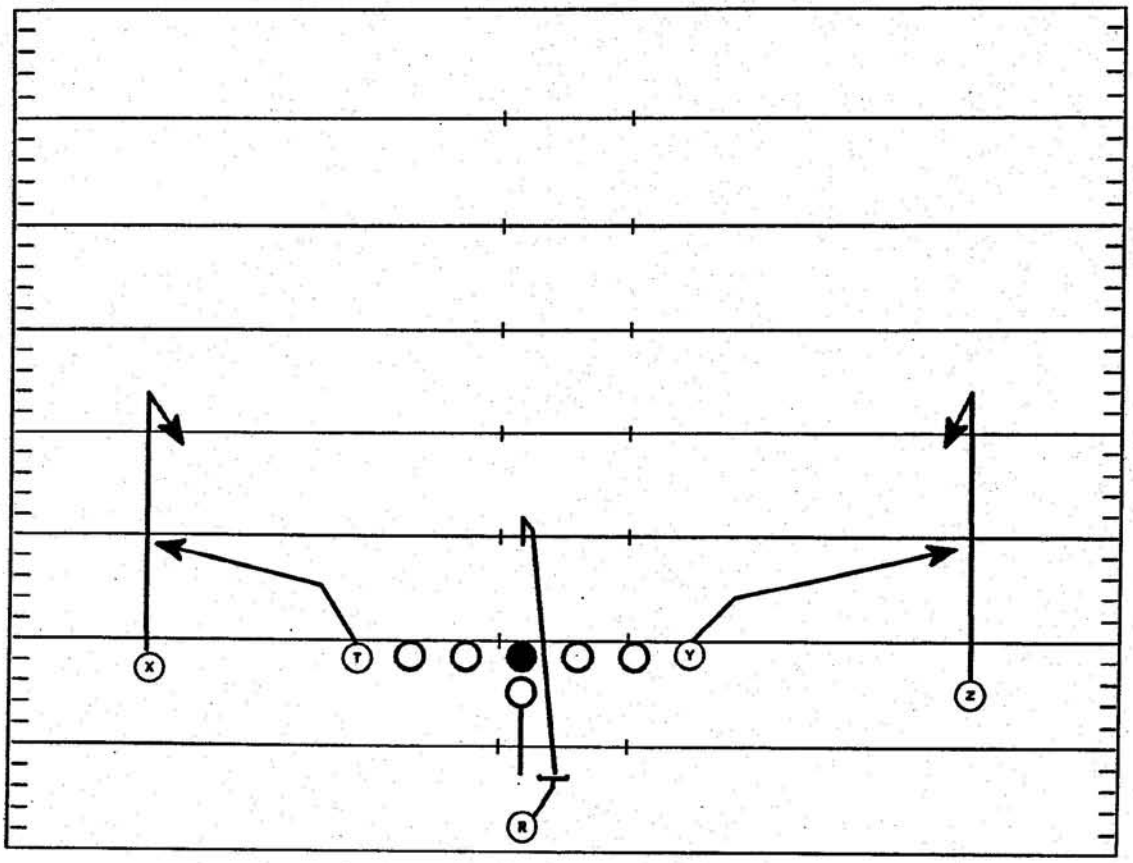
Z: Execute a Diagonal Route.

Y: Execute Semi Curl.

W: Max Split - Execute a Semi Curl.

R: Block Protection - N/T - Execute a Swing.

0/1 ON 74/5 SEMI DIAG. CURL



QB: COACHING POINT: 5 Step Drop Progression Read Away from Secondary Rotation Vs- Cover 0 Read Diagonal - R, to Tucked in L.B side.

PROGRESSION: 1. X/Z 2. T/Y 3. R

X: Execute a Semi Curl.

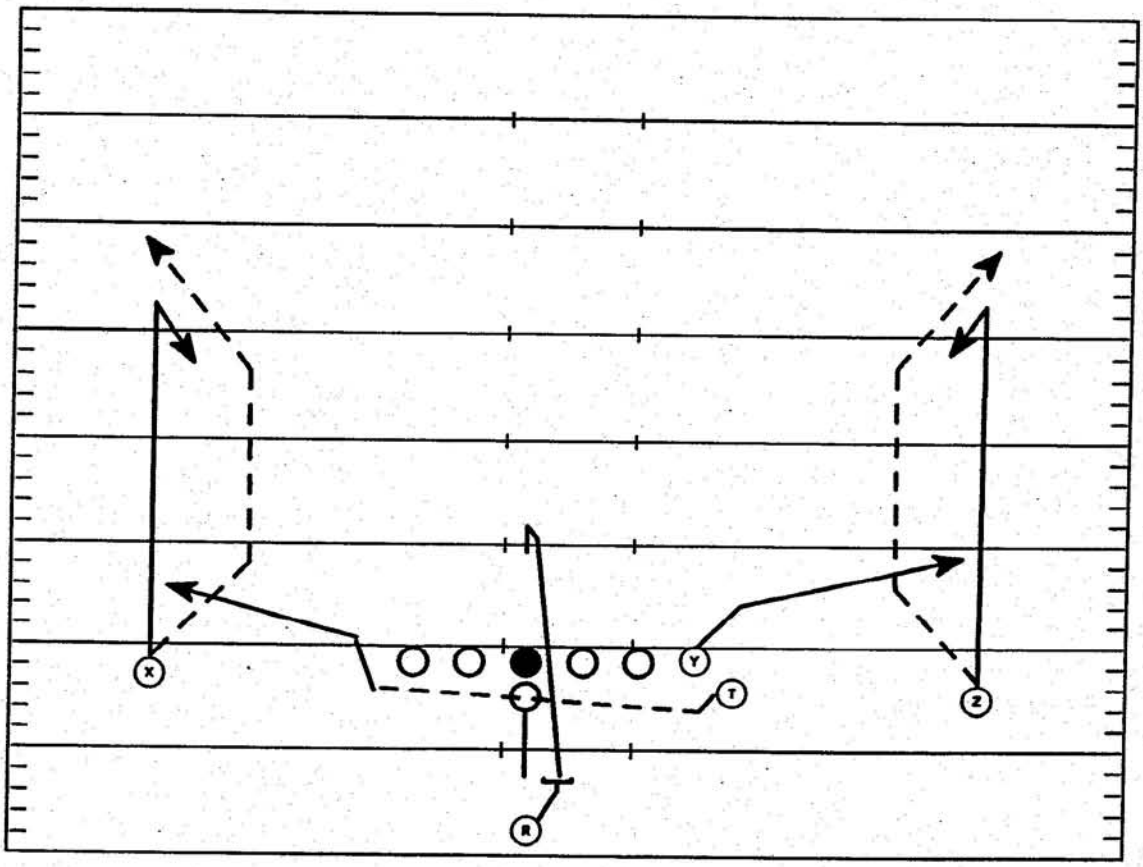
Z: Execute a Semi Curl.

Y: Execute Diagonal Route.

T: Execute Diagonal Route.

R: Block Protection - N/T - Execute a Checkdown over the ball.

0/1 FLOOD T FLY 74/5 DIAG. CURL



QB: COACHING POINT: Controlled 7 Step Drop. -Vs- Single High read Away from secondary rotation. -Vs- cover 2 go X-T-R. -Vs- Quarters go Diag-Back.

PROGRESSION: 1. X/Z 2. T/Y 3. R

X: Execute a 16 Yard Curl - Normal Conversions.

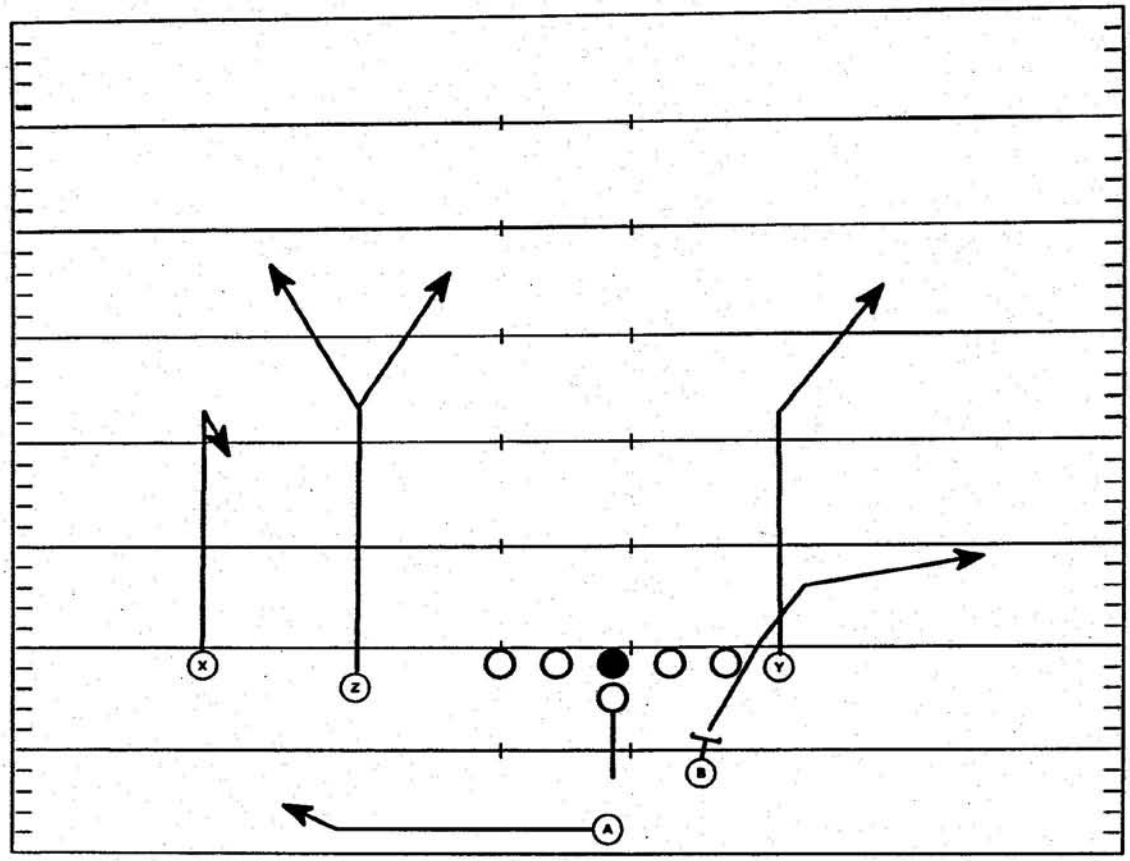
Z: Execute a 16 Yard Curl - Normal Conversions.

Y: Execute Diagonal Route.

T: Execute Diagonal Route.

R: Block Protection - N/T - Execute a Checkdown over the ball.

0/1 STRONG SLOT 74/5 SE Z CHOICE Y FLAG



QB: COACHING POINT: 5 Step Rhythm throw. Base Progression Readof X-A. Alert Z Vs- press on X. Alert Y-B Vs- 2 squat.

X: Execute a Semi Curl.

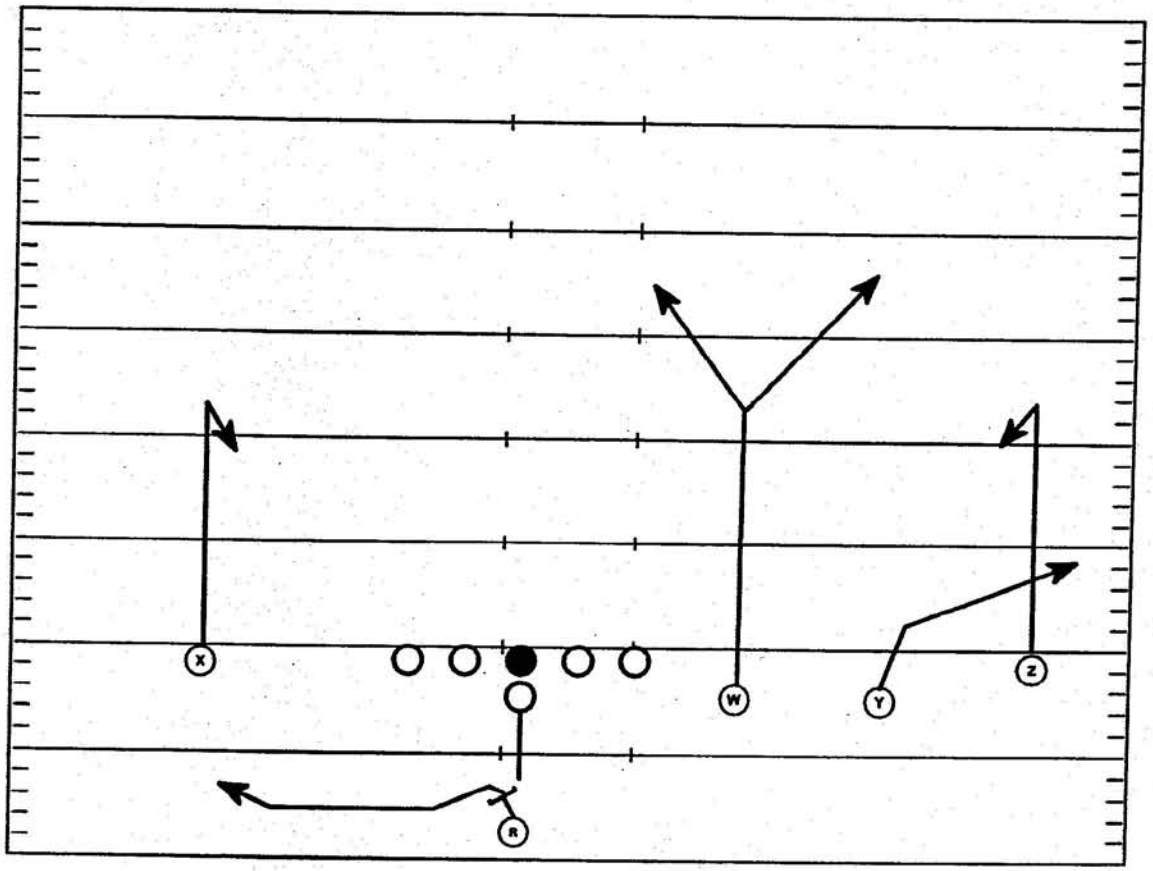
Z: Execute Choice Route.

Y: Execute 12 yard Flag Route.

A: Execute Swing Route.

B: Block Protection - N/T - Execute a Diagonal Route.

2/3 SPLIT WIDE 62/3 SEMI W CHOICE



QB: COACHING POINT: 5 Step Drop. Base Progression Read of W/Z/Y. Alert X 1 on 1.

PROGRESSION: 1. W 2. Z 3. Y

X: Execute Semi Curl.

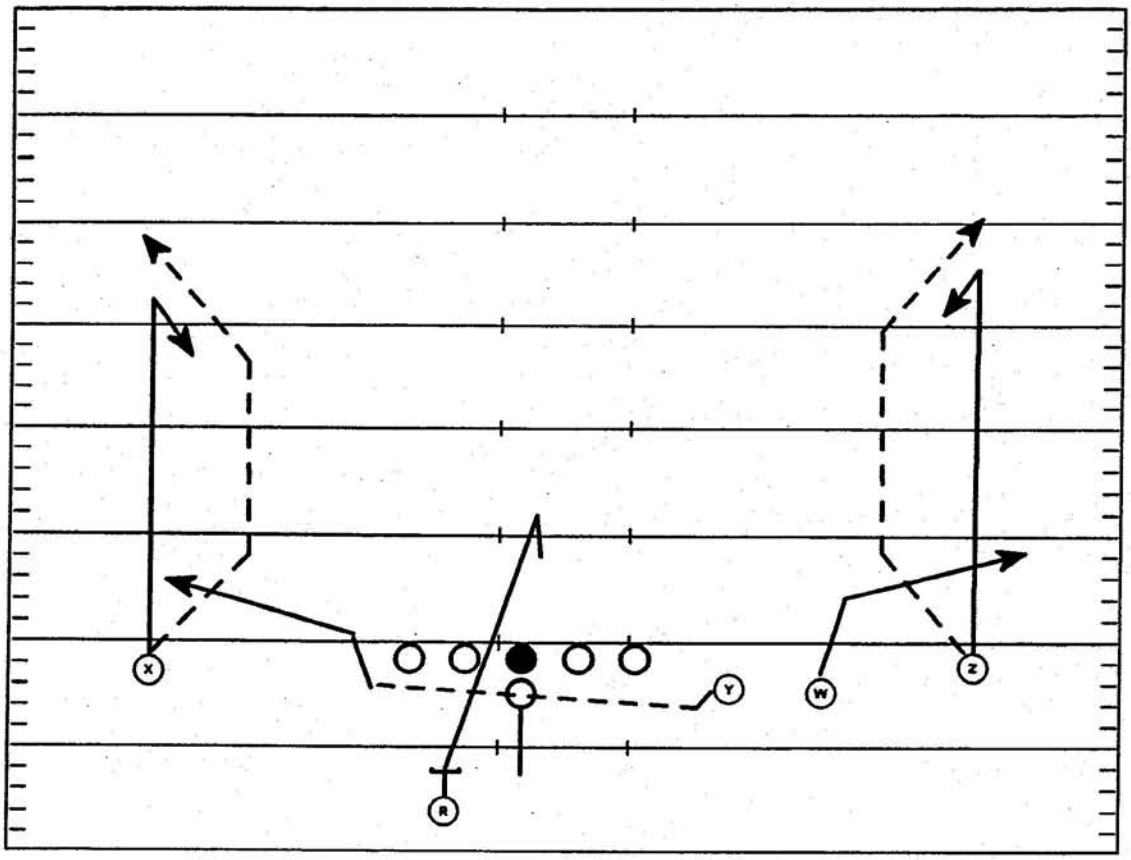
Z: Execute Semi Curl.

Y: Execute Diagonal Route.

W: Execute Choice Route.

R: Block Protection - N/T - Execute a Swing Route.

2/3 OFFWIDE Y FLY 77/6 DIAG. CURL



QB: COACHING POINT: 7 Step Drop. -Vs- Single High Read Away from Secondary Rotation. -Vs- Cover 2 Pick a side. 1. X/Z 2. Y/W 3. R

PROGRESSION: 1. X/Z 2. Y/T 3. R

X: Execute a 16 Yard Curl - Normal Conversions.

Z: Execute a 16 Yard Curl - Normal Conversions.

Y: Execute Diagonal Route.

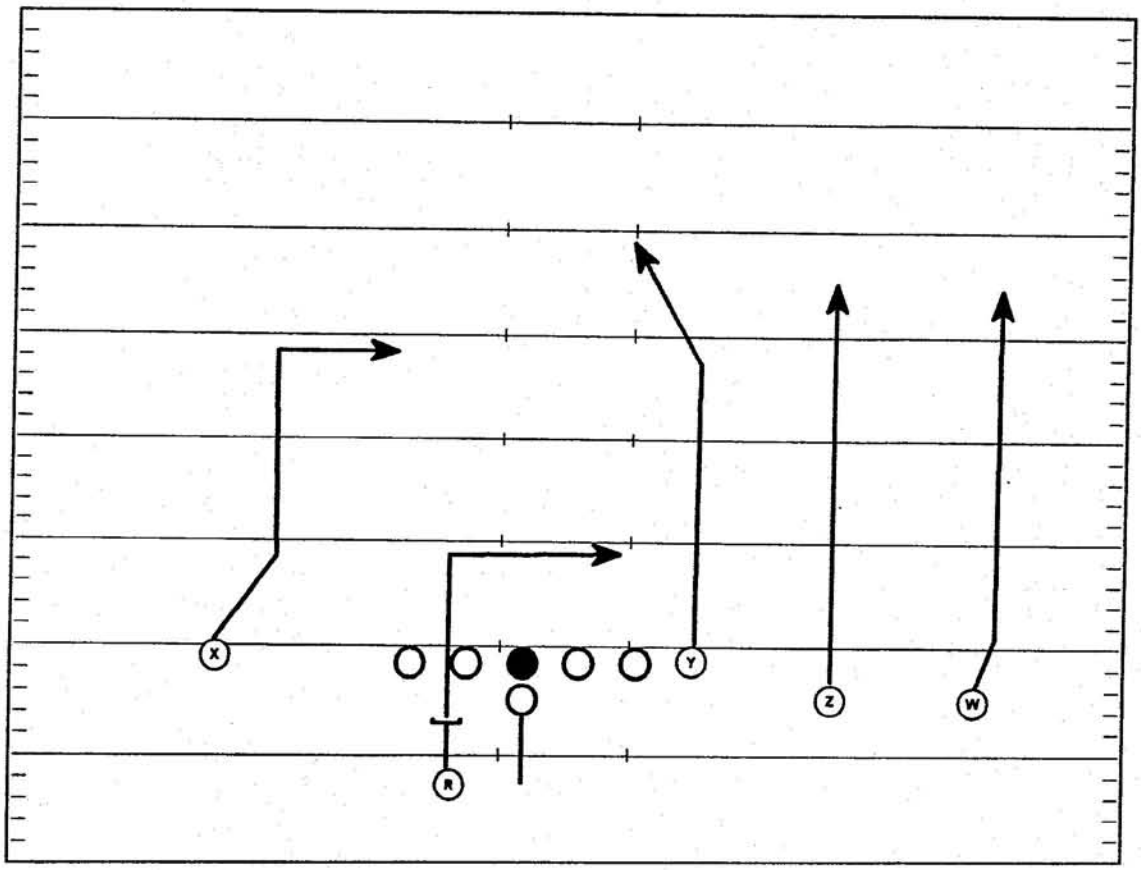
W: Execute Diagonal Route.

R: Block Protection - N/T - Execute a Checkdown over the ball.

2001 COMBO'S

62/3 SE Y POST R SNEAK
62/3 SE W POST R SNEAK
82/3 SE Z OUT Y FLAG
74/5 SE W OUT Z FLAG
76/7 SE Z OUT Y FLAG
62/3 SE Z SNAG
74/5 SE Z SNAG
62/3 SE Y SNAG
62/3 SE W SNAG
62/3 SE Y SAIL X IN
62/3 SE Z SAIL X IN
76/7 SE Y SAIL X PLANE
62/3 Y OPTION Z SAIL
62/3 X TOPPER W RETURN
74/5 X Q DIA CURL
62/3 T GO X PIN
74/5 SE X Q Z LEVEL
62/3 SE X SAIL W IN

2/3 WIDER 62/3 SEMI Y POST R SNEAK



QB: COACHING POINT: 5 Step drop. This combo gives us a shot at the Seam to the Z vs Single High or the Post to Y vs 2 high.

PROGRESSION: 1. Z/Y 2. X 3. R

X: Execute a 14 yard In Route.

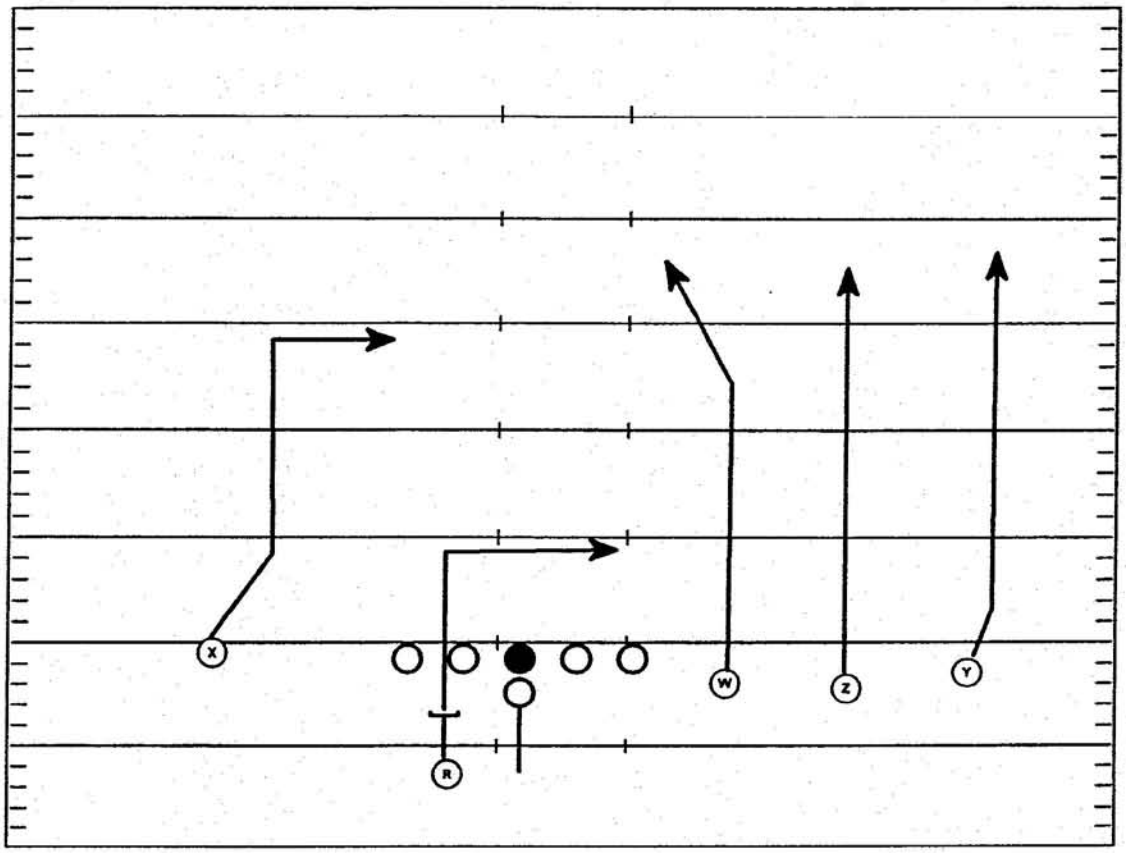
Z: Seam Alignment - Execute.

Y: Execute a Post.

W: Execute Outside Release - Go Route.

R: Block Protection - N/T - Execute a Sneak.

CAB RT/LT 62/3 SEMI W POST R SNEAK



QB: COACHING POINT: 5 Step drop. This combo gives us a shot at the Seam to the Z vs Single High or the Post to W vs 2 high.

PROGRESSION: 1. W 2. X 3. R

X: Execute a 14 yard In Route.

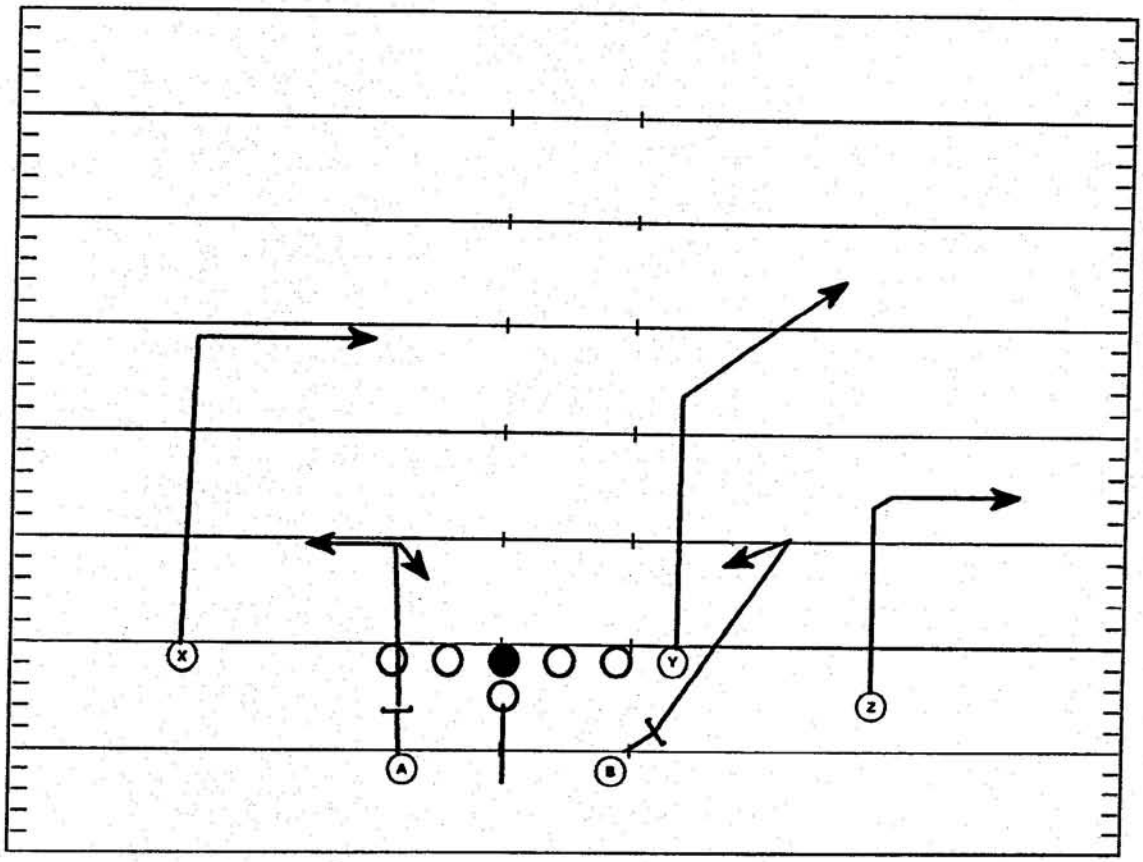
Z: Seam Alignment - Execute.

Y: Execute Outside Release - Go Route.

W: Execute Post Route.

R: Block Protection - N/T - Execute a Sneak.

6/7 82/3 SEMI Z OUT Y FLAG



QB: COACHING POINT: Combo Call. Vs- Single High Safety Qk 5 step drop Z-B Vs. Press on Z look at Y on Flag, Vs-2 high take a 5 step rhythm drop and work X-A. NOTE: Vs. Slide Coverage - Read Backside X to A.

X: Execute a 14 yard In Route.

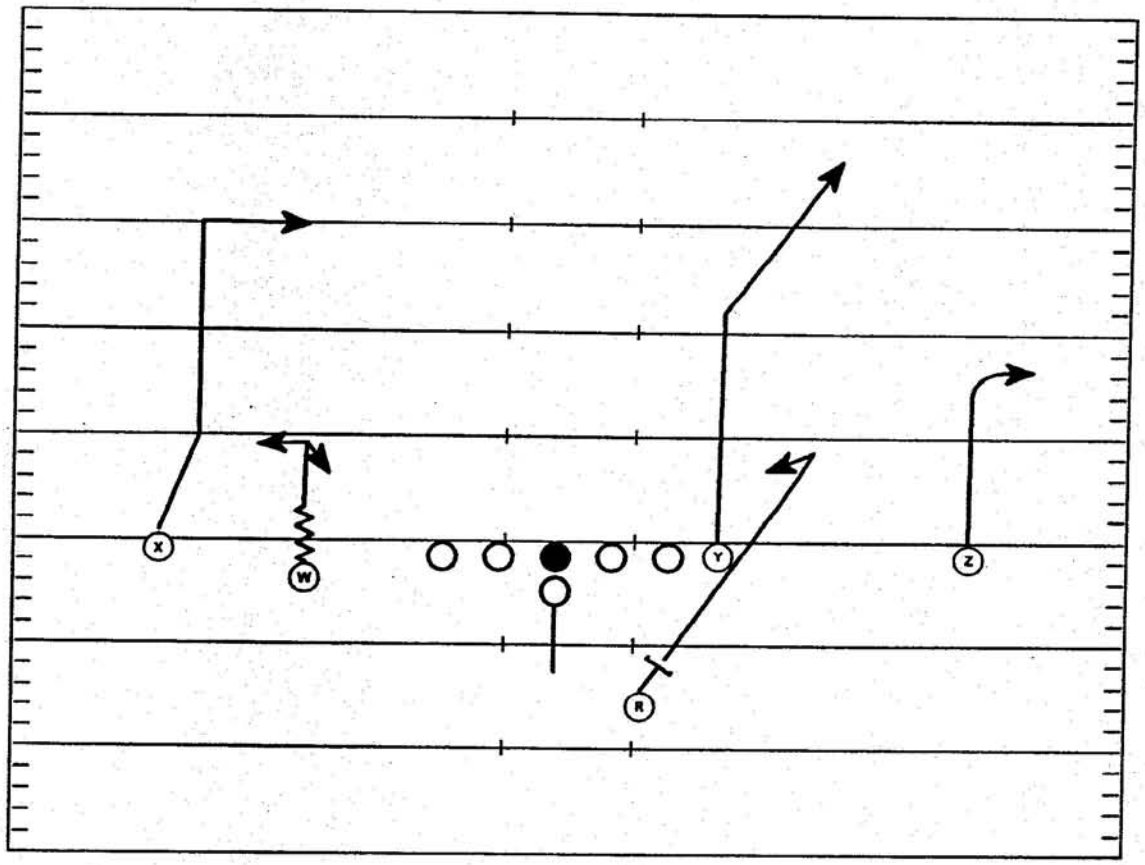
Z: Execute a 8 yard Out. (No Conversions)

Y: Execute 12 yard Flag Route.

A: Block Protection - N/T - Execute Option Route.

B: Block Protection - N/T - Execute Stop Route.

8/9 OUT 76/7 SEMI Z OUT Y FLAG



QB: COACHING POINT: 5 Step Drop Combo Call -Vs- Single High Safety Quick 5 step drop Z-R. Vs- Press on Z Look at Y on Flag. Vs. 2 high 5 Step Rhythm throw X-W.

X: Min. Split. Execute a 14 yard In Route.

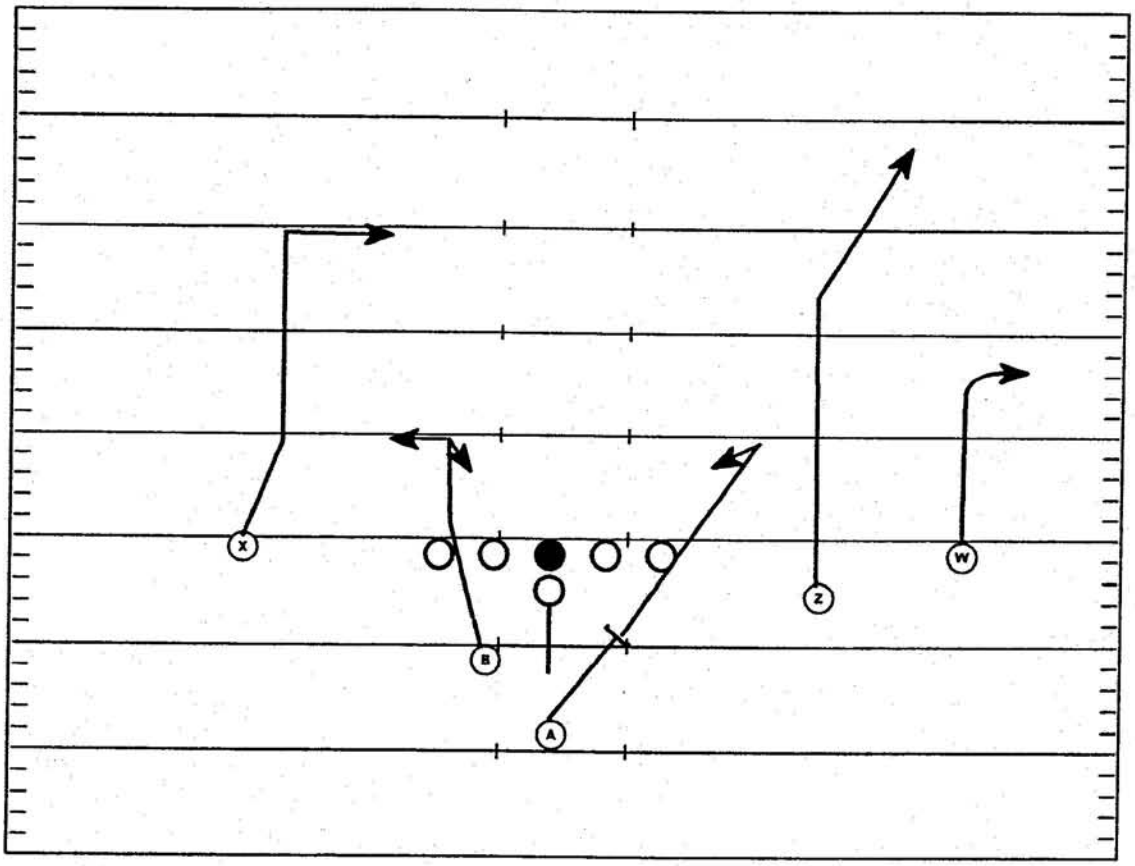
Z: Execute 8 yard Out Route.

Y: Execute 12 yard Flag Route.

W: Execute 6 yard out Route off fo Defender Over you. Alert Corners Tech.

R: Block Protection - N/T - Execute Stop Route.

0/1 WK SPREAD 74/5 SEMI W OUT Z FLAG



QB: COACHING POINT: 5 Step Drop Combo Call -Vs- Single High Safety Quick 5 step drop W-A. Vs- Press on W Look at Z on Flag. Vs. 2 high 5 Step Rhythm throw X-B.

X: Min. Split. Execute a 14 yard In Route.

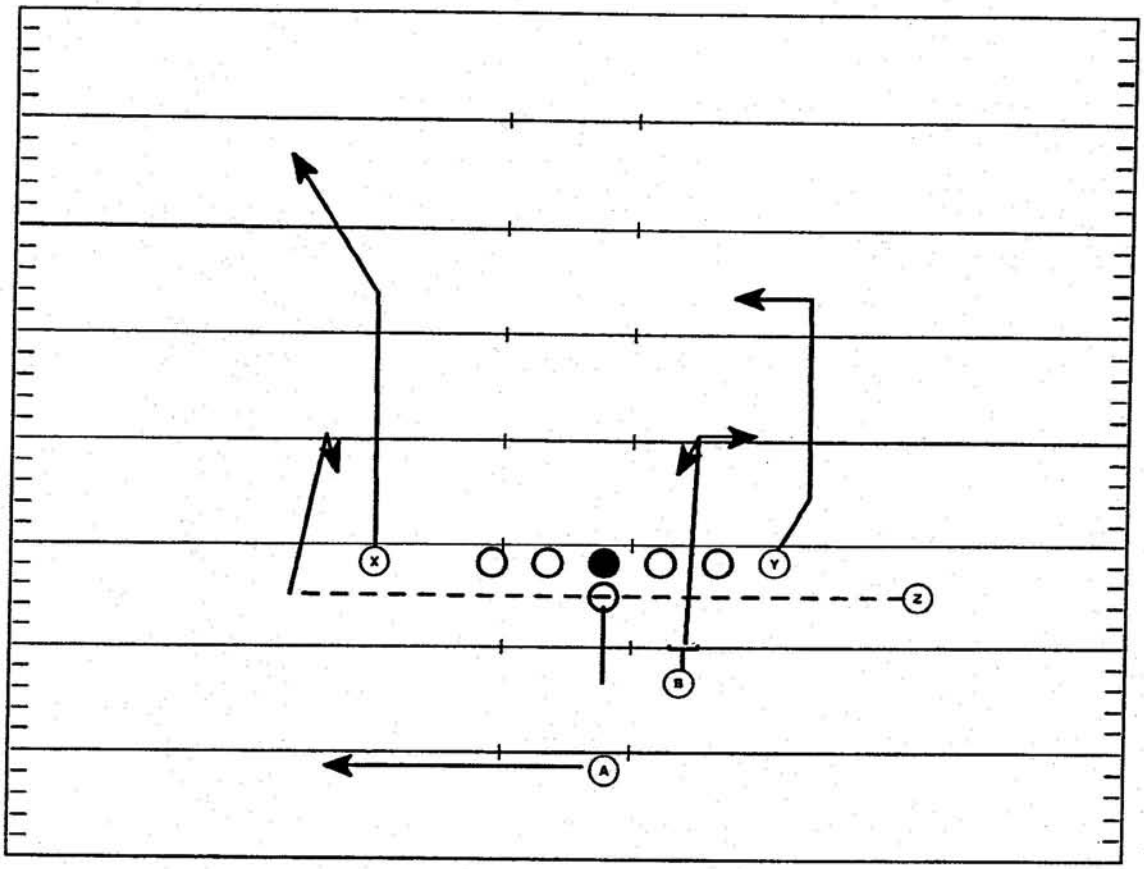
Z: Execute 12 yard Flag Route.

W: Execute Sail Route. No Conversions

B: Execute an Inside Option.

A: Block Protection - N/T - Execute Stop Route.

Z FLY TO 0/1 STONG TWINS 74/5 SEMI Z SNAG



QB: COACHING POINT: Combo Call. -Vs- Single High Safety - Quick 5 step Drop go Z to A. -Vs- Press on Z look at X on Flag. Vs. 2 high 5 step rhythm throw of Y-B.

X: Execute a 12 yard Flag Route.

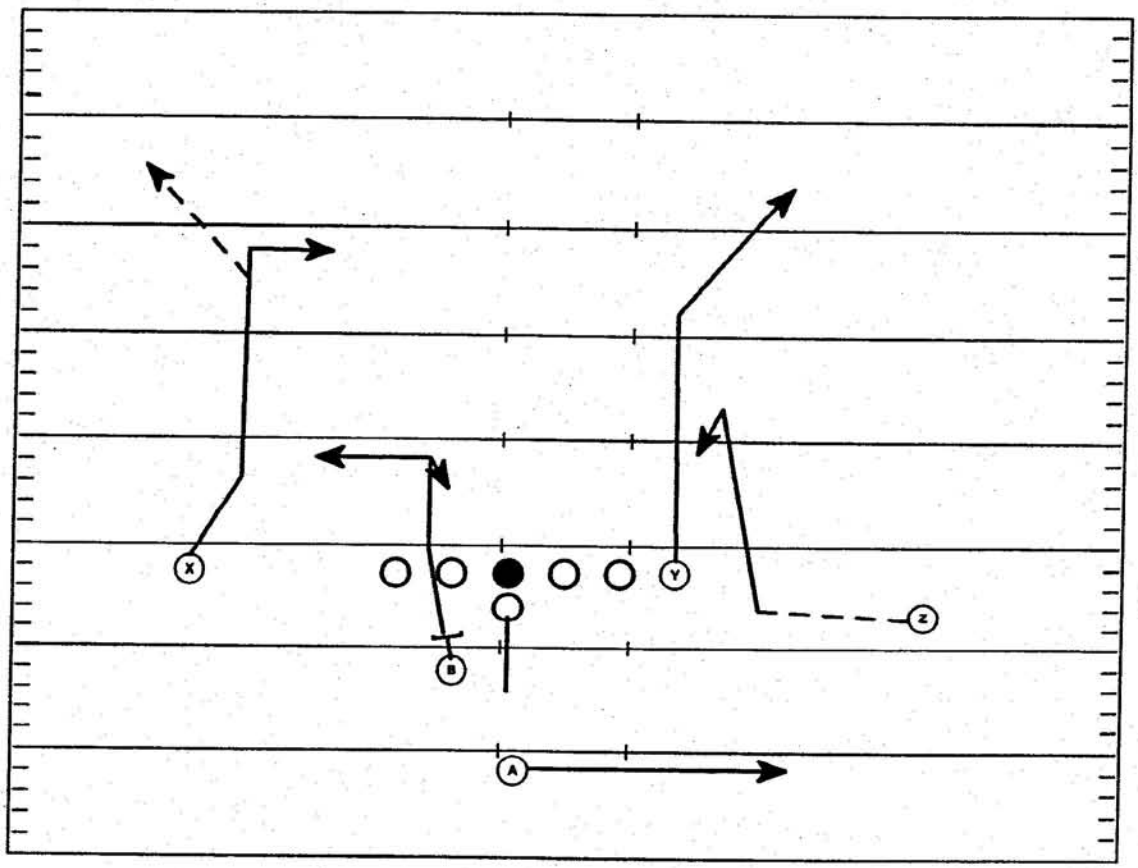
Z: Execute a Snag Route.

Y: Execute 12 yard In Route.

A: Execute Swing Route - SPRINT.

B: Block Protection - N/T - Execute Option Route.

0/1 STRONG ZHFLY 62/3 SEMI Z SNAG (X Q)



QB: COACHING POINT: Combo Call. Vs- Single High Safety Qk 5 step drop Z-A Vs. Press on Z look at Y on Flag, Vs-2 high take a 5 step rhythm drop and work X-B. NOTE: Vs. Slide Coverage - Read Backside X to B.

X: Execute a 14 yard In Route.

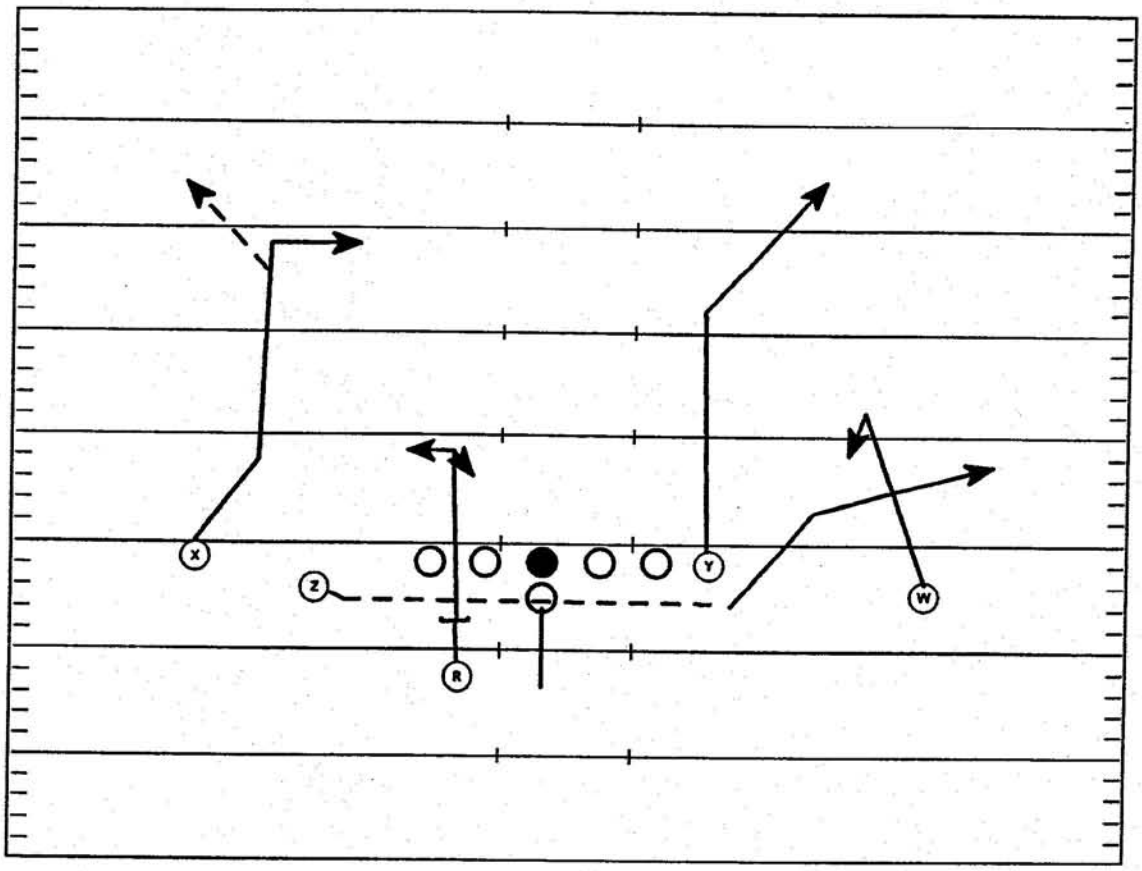
Z: Execute a Snag Route.

Y: Execute 12 yard Flag Route.

A: Execute Swing Route - SPRINT.

B: Block Protection - N/T - Execute Option Route.

2/3 SLOT WIDE ZMO 62/3 SEMI W SNAG (X Q)



QB: COACHING POINT: Combo Call. -Vs- Single High Safety - Quick 5 step Drop go W to Z. -Vs- Press on W look at Y on Flag. Vs. 2 high 5 step rhythm throw of X-R.

X: Execute a 14 Yard In Route.

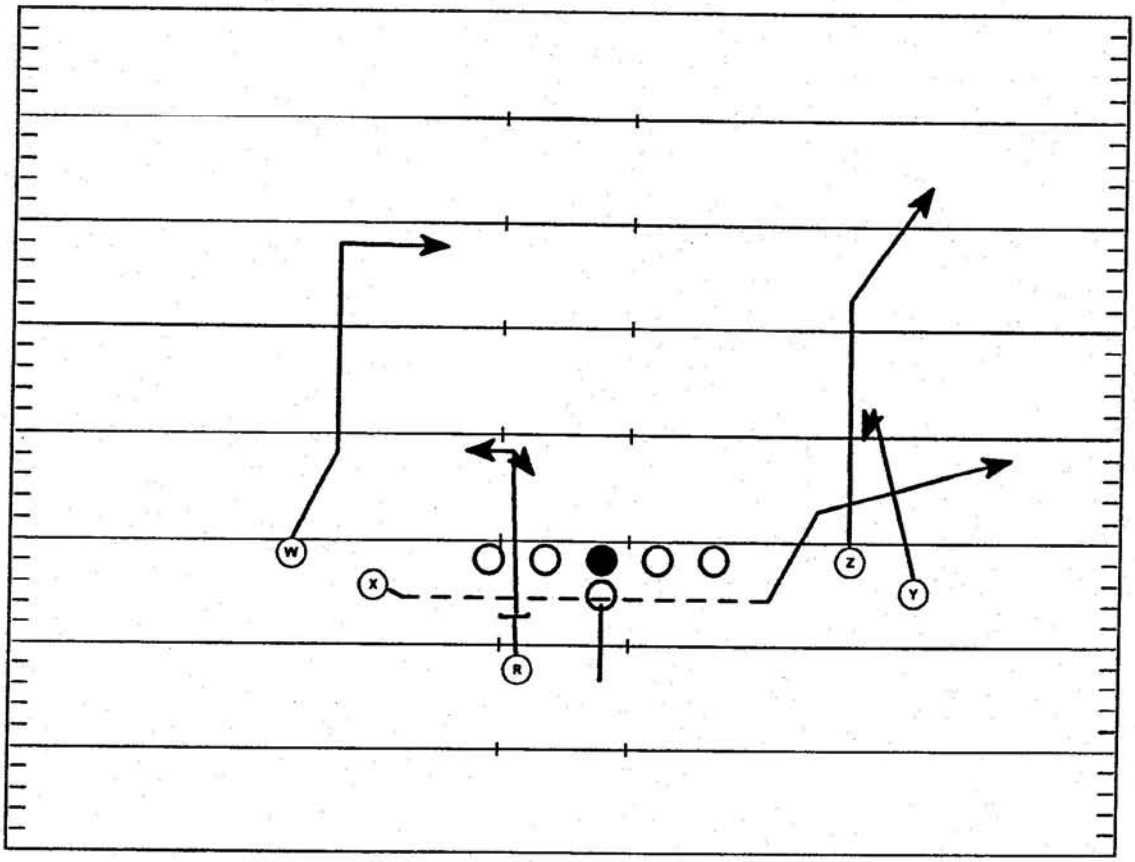
Z: Execute a Diagonal Route.

Y: Execute 12 yard Flag.

W: Execute Snag Route.

R: Block Protection - N/T - Execute Option Route.

X MO TO TAXI RT/LT BNCH 62/3 SEMI Y SNAG



QB: COACHING POINT: Combo Call. -Vs- Single High Safety - Quick 5 step Drop go Y to X. -Vs- Press on Y look at Z on Flag. Vs. 2 high 5 step rhythm throw of W-R.

X: Execute a Diagonal Route.

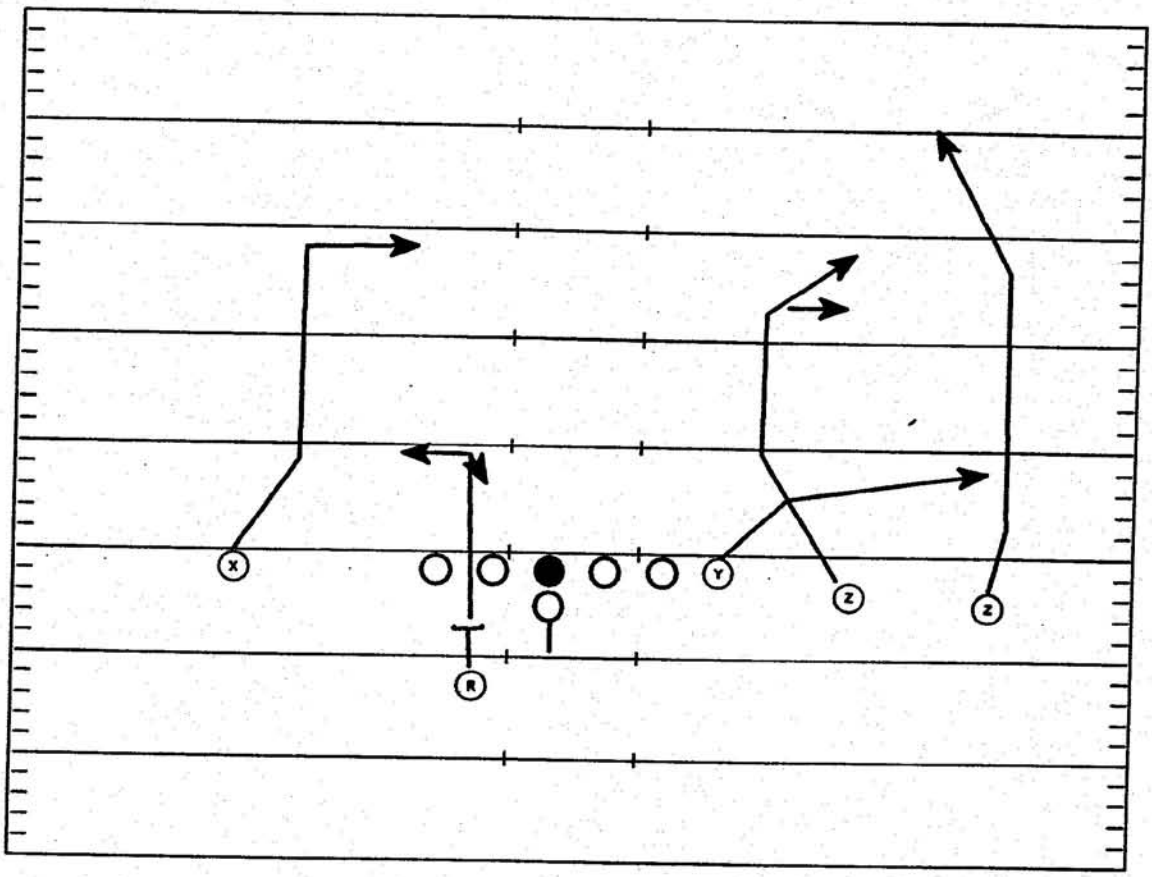
Z: Execute a 12 yard Flag Route.

Y: Execute 5 yard Snag.

W: Execute 14 Yard In Route.

R: Block Protection - N/T - Execute Option Route.

2/3 WIDER 62/3 SEMI Z SAIL X IN



QB: COACHING POINT: 5 Step Combo Call. -Vs- Single High Safety - Key the Sail Side W-Z-Y. -Vs- Cover 2, 5 Step rhythm throw of X-R.

X: Execute 14 yard In Route.

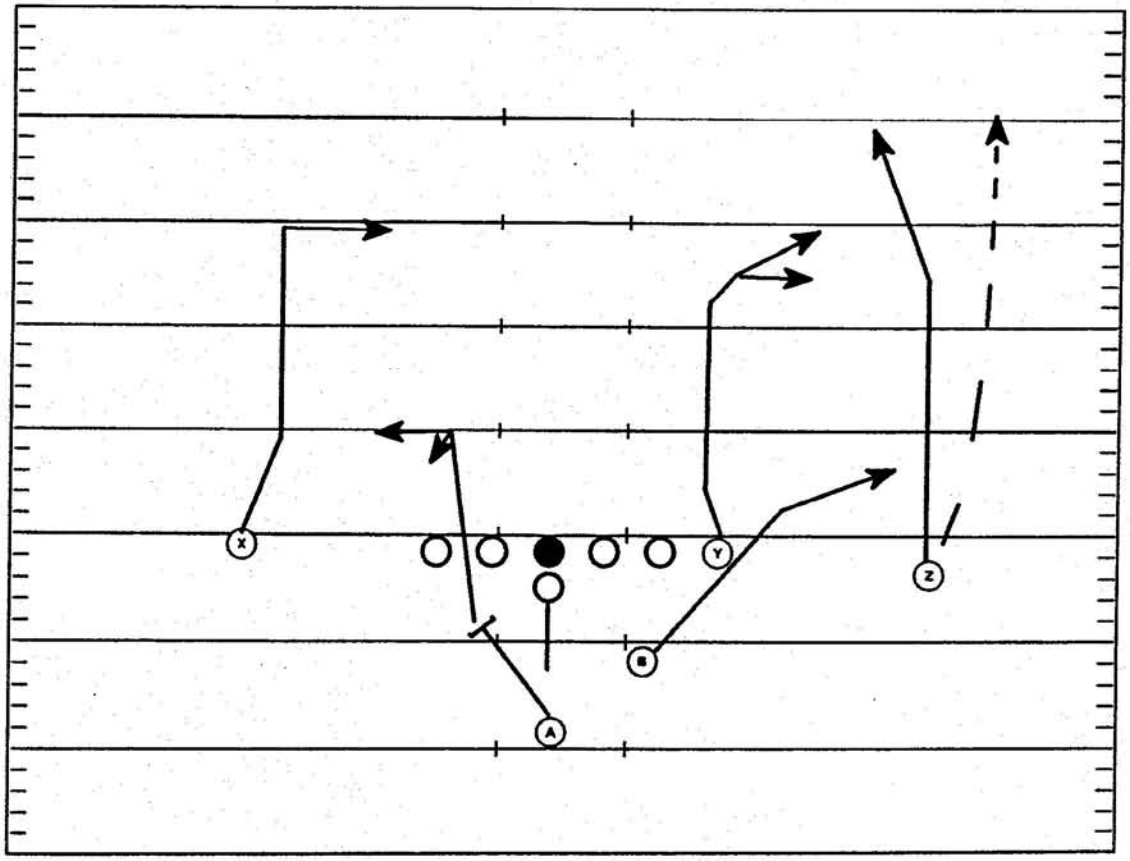
Z: Execute a Sail Route.

Y: Execute Diagonal Route.

W: Execute Sail Post. Normal Conversions.

R: Block Protection - N/T - Execute Option Route.

0/1 STR 62/3 SEMI Y SAIL X IN



QB: COACHING POINT: 5 Step Drop Combo Read -Vs- Single High work Y-B. Vs. Cover 2 work X-A. Be Alert for Z on Post -Vs- Quarters. Single High "Slide Coverage" Come backside to X-A.

X: Min. Split. Execute a 14 yard In Route.

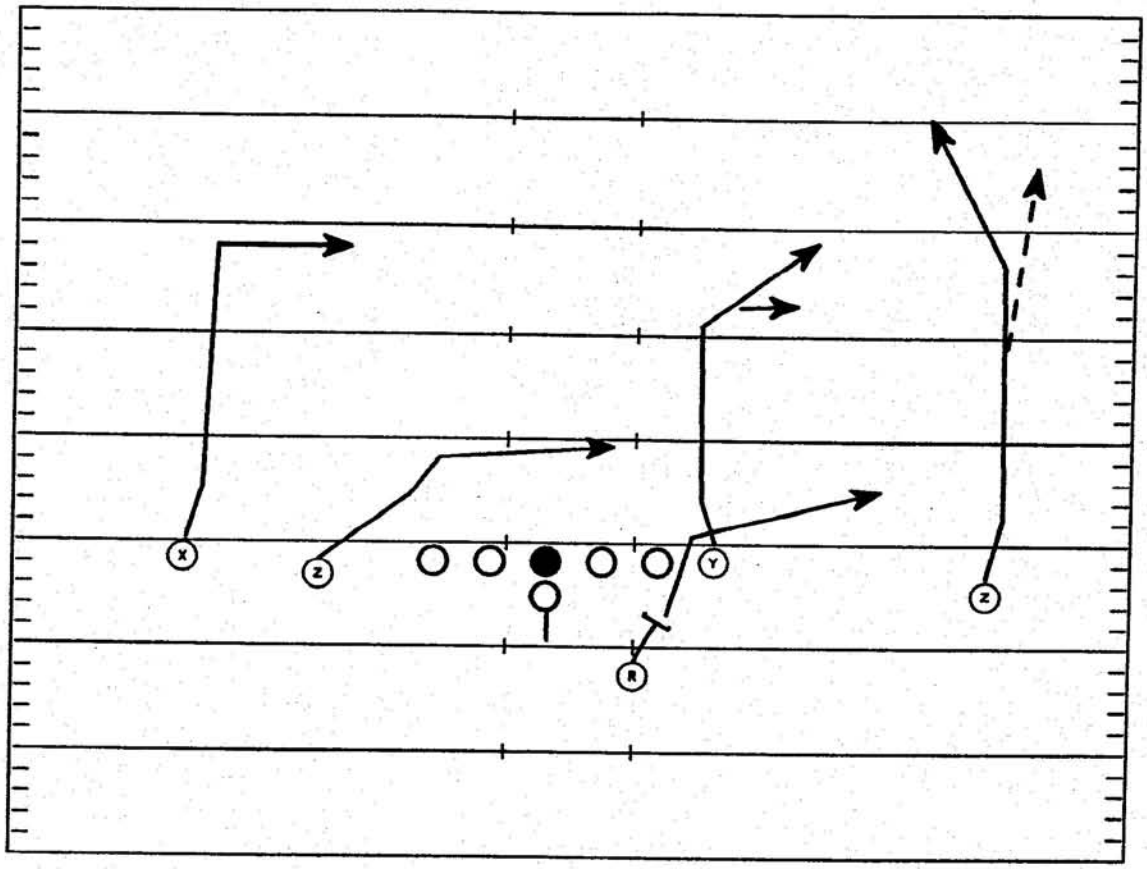
Z: Execute Sail Post. - Normal Conversions.

Y: Execute Sail Route.

B: Exe. a Diagonal Route.

A: Block Protection - N/T - Execute 5 yard Option Route.

8/9 SLOT WIDE 76/7 Y SAIL X PLANE



QB: COACHING POINT: 5 Step Combo Call. -Vs- Single High Safety - Key the Sail Side W-Y-R. -Vs- Cover 2 work Plane Z-X.

X: Maximun Split - Execute 14 yard In Route.

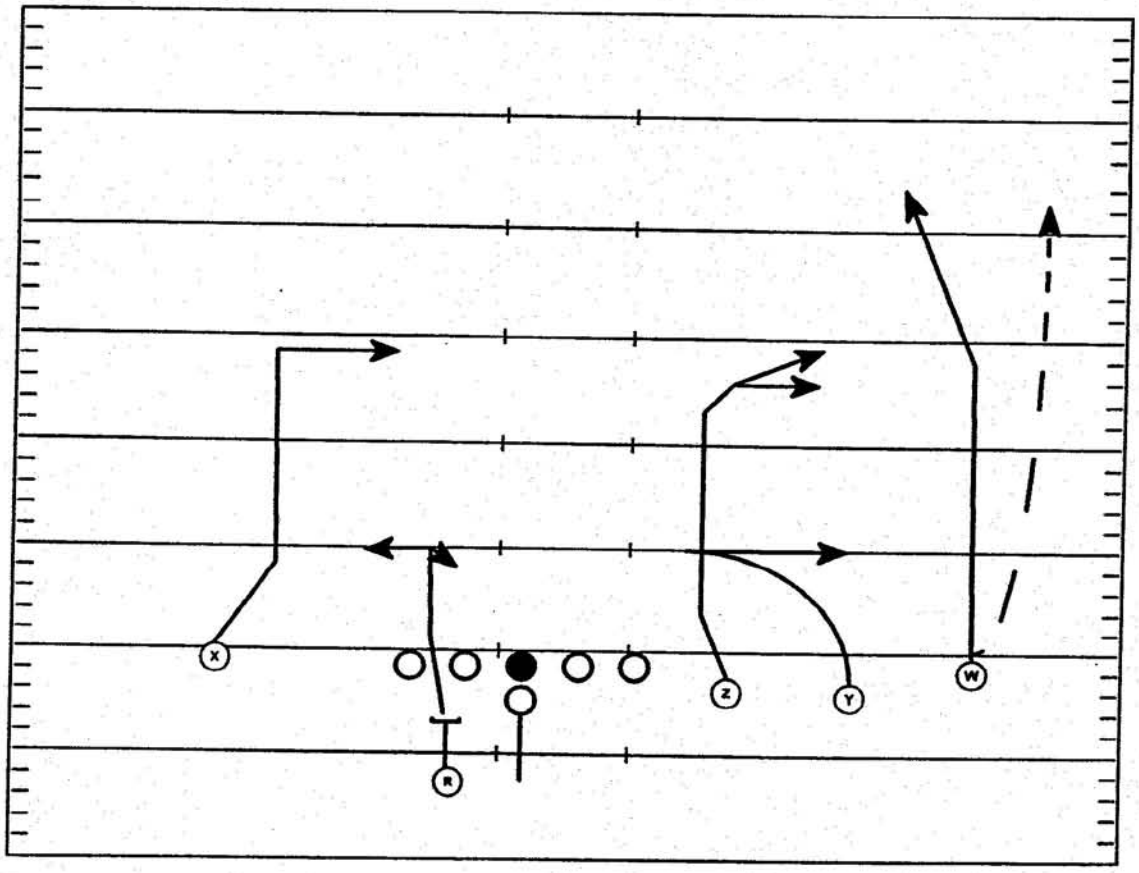
Z: Execute 5 yard In Route.

Y: Execute Sail Route.

W: Execute Sail Post. Normal Conversions.

R: Block Protection - N/T - Execute Diagonal Route.

2/3 SPLIT WIDER 62/3 SEMI Z SAIL X IN



QB: COACHING POINT: 5 Step Combo Call. Vs- Single High Safety - Key The Sail side W-Z-Y. Vs- Cover 2 5 Step Rhythm throw of X-R.

PROGRESSION: 1. W/X 2. Z/R 3. Y ALERT: W on Post Vs. Quaters.

X: Execute a 14 yard In Route.

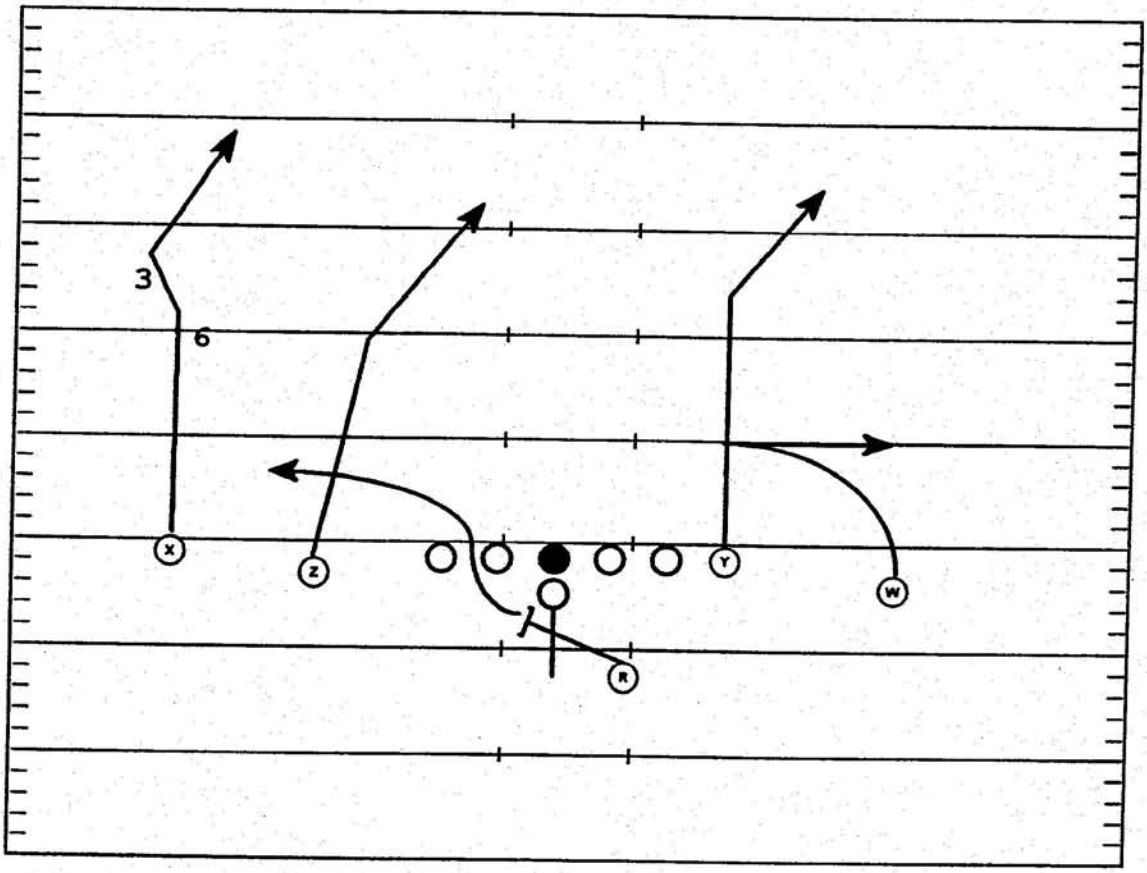
Z: Execute Sail Route.

Y: Execute Pivot Route.

W: Execute Sail Post Route.

R: Ckeck Protection - N/T - Execute a Option.

8/9 SLOT WIDE 62/3 X TOPPER W RETURN



QB: COACHING POINT: Combo Call Vs. Single High Safety GO Y-W-R.
Vs. Cover 2 or Cover 0 Read Z-X-R. This is Couner Protection.

X: Normal Split Execute Topper Post. Timing is Critical.

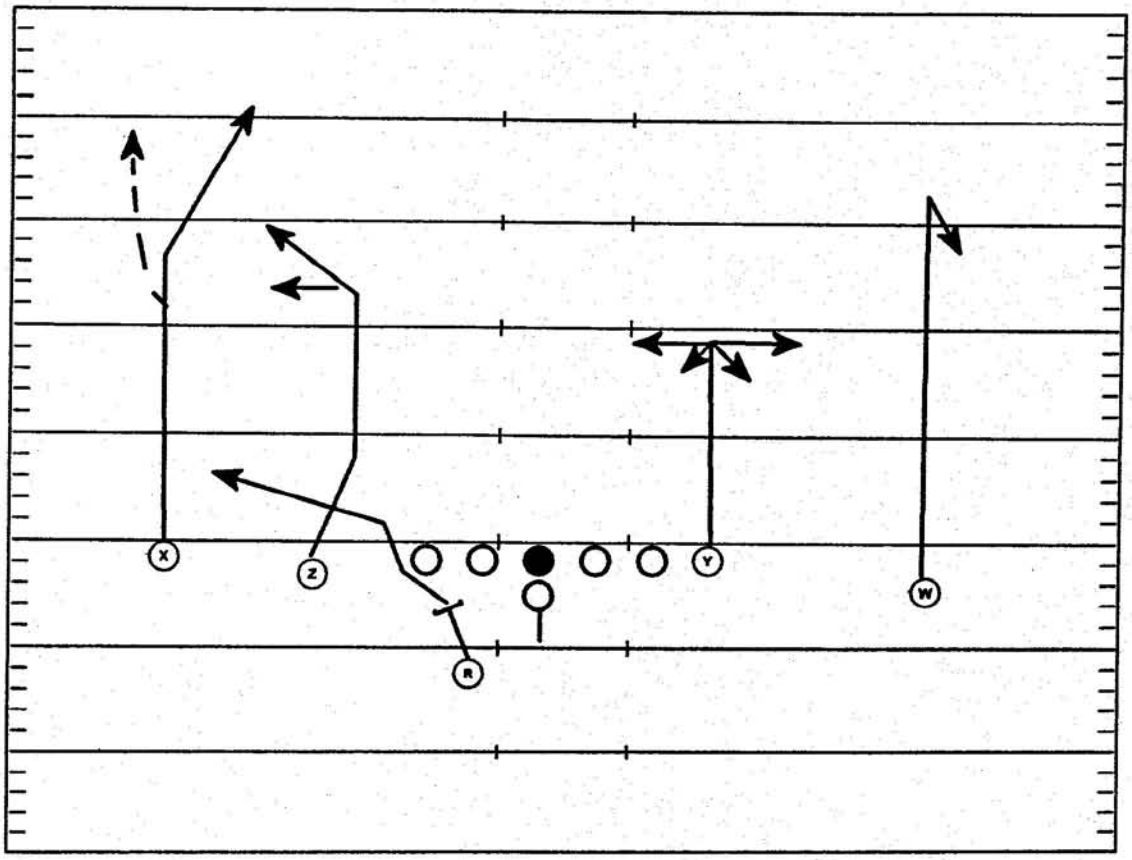
Z: Execute a Inside Post. Have to Avoid any Jam from underneath coverage.

Y: Execute a 12 yard Flag Route.

W: Execute a 5 yard return.

R: Block Counter Protection Execute a Flag Route.

2/3 SLOT WIDE 62/3 Y OPTION Z SAIL



QB: COACHING POINT: Combo Call. 5-7 step drop. Vs-Single High work Sail X-Z-R. Vs. 2 high work Option Side Y-W.

X: Execute a Sail Post.

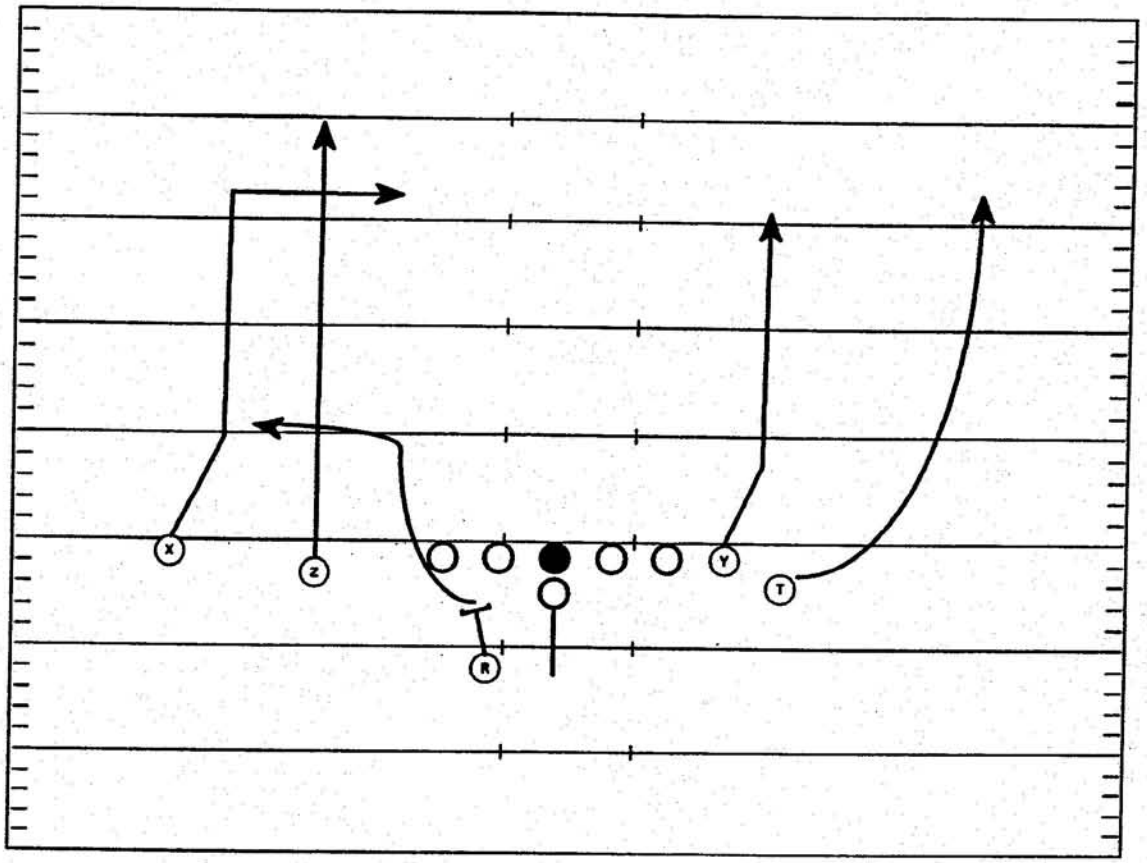
Z: Execute a Sail Route.

Y: Execute 8-10 Yard Option Route.

W: Execute 16 yard Comeback.

R: Block Protection - N/T - Execute Diagonal Route.

2/3 FLOOD SLOT 62/3 T GO X PIN



QB: COACHING POINT: 5-7 Step Drop. Vs. Single High Key FS Work Z/Y - T/X - R. Throw off or FS Movement. -Vs- 2 high work X-R.

X: Execute 16 Yard In Route.

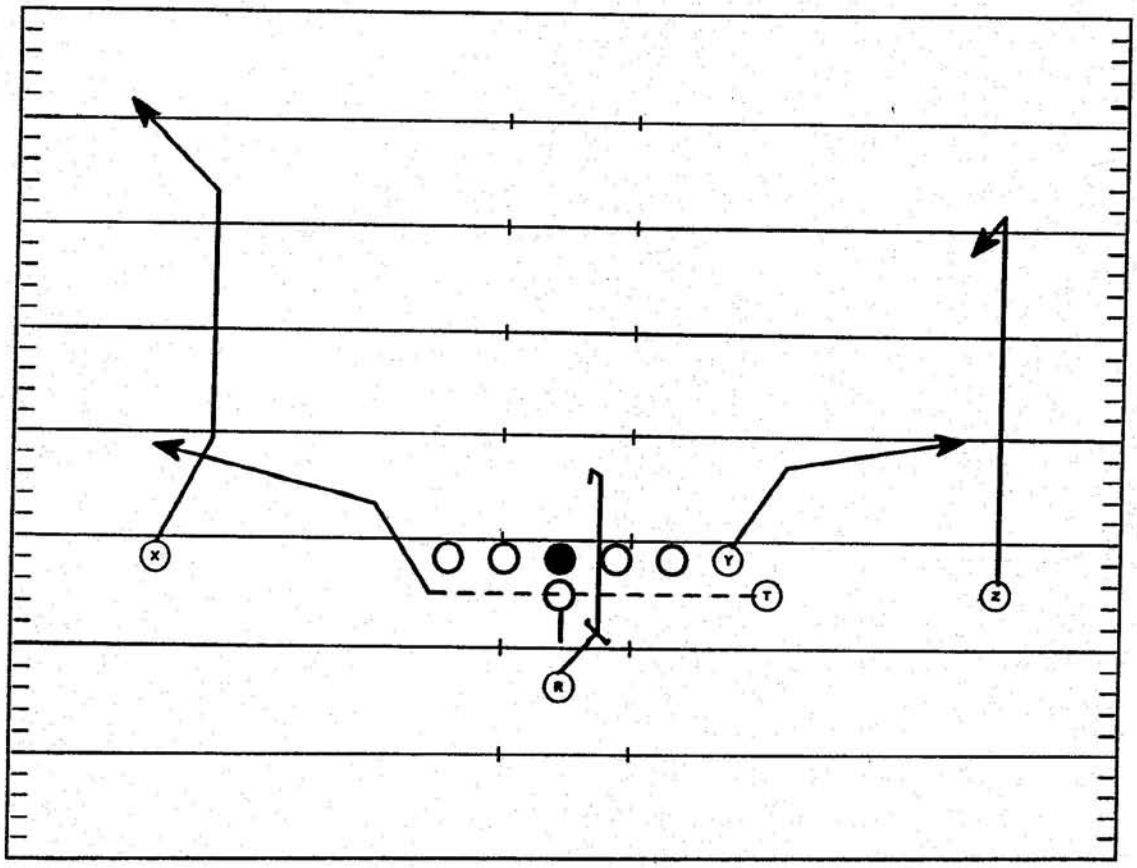
Z: Execute Seam Route.

Y: Expand and Execute a Seam on top of the Numbers,

T: Expand and Execute a Go 6 yards from the sideline.

R: Block Protection - N/T - Execute Swing Route.

0/1 FLOOD T FLY 74/5 X Q DIAGONAL CURL



QB: COACHING POINT: 5-7 Step Drop. Combo Call. -Vs- 2 High hold the Safety, Key the Corner go X to T. -Vs- Single High work the curl side Z to Y.

X: Execute Q Route

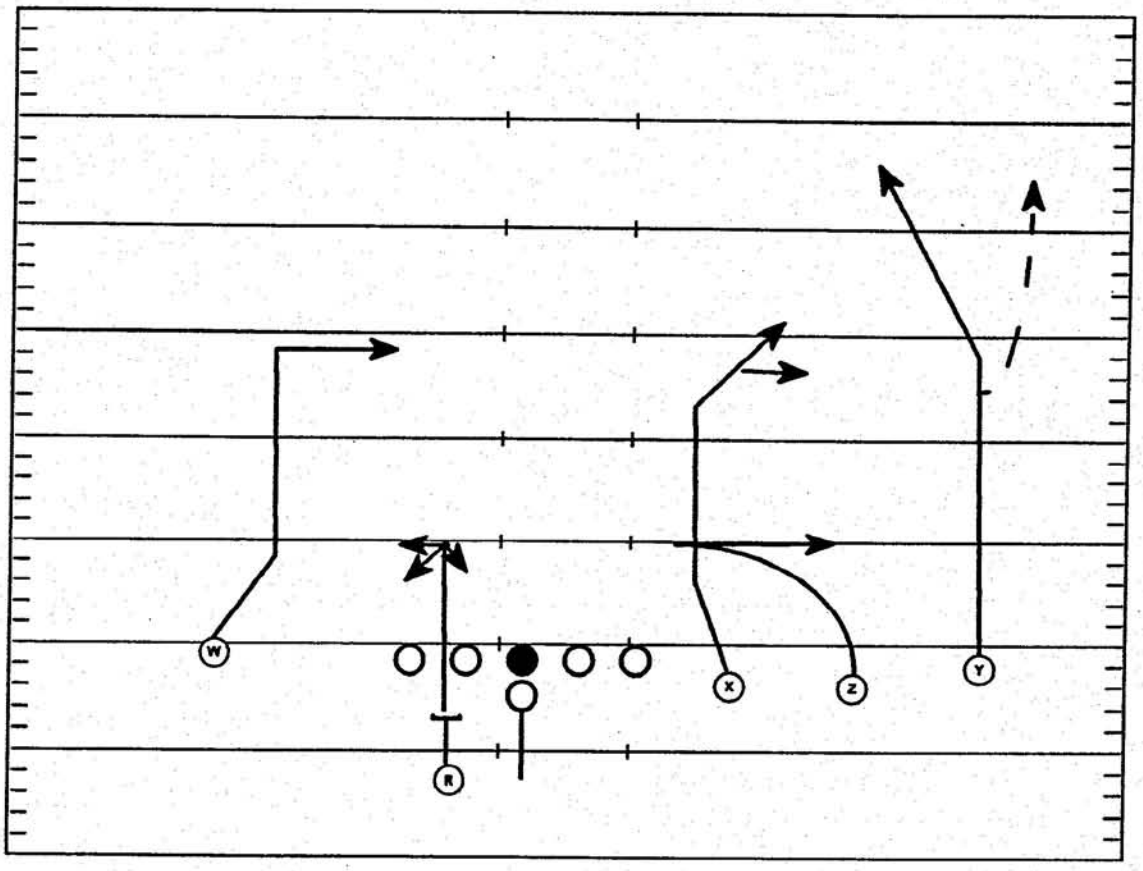
Z: Execute a 16 yard Curl, Normal Conversions.

Y: Execute Diagonal Route.

T: Execute Diagonal Route.

R: Block Protection - N/T - Execute Checkdown.

TAXI RT/LT 62/3 SEMI X SAIL W IIN



QB: COACHING POINT: 5 Step Drop Vs- Single High or Quarters work Sail Side Y-X-Z. Vs. Cov 2 go W-R.

PROGRESSION: 1. Y 2. X 3. Z

X: Execute Sail Route.

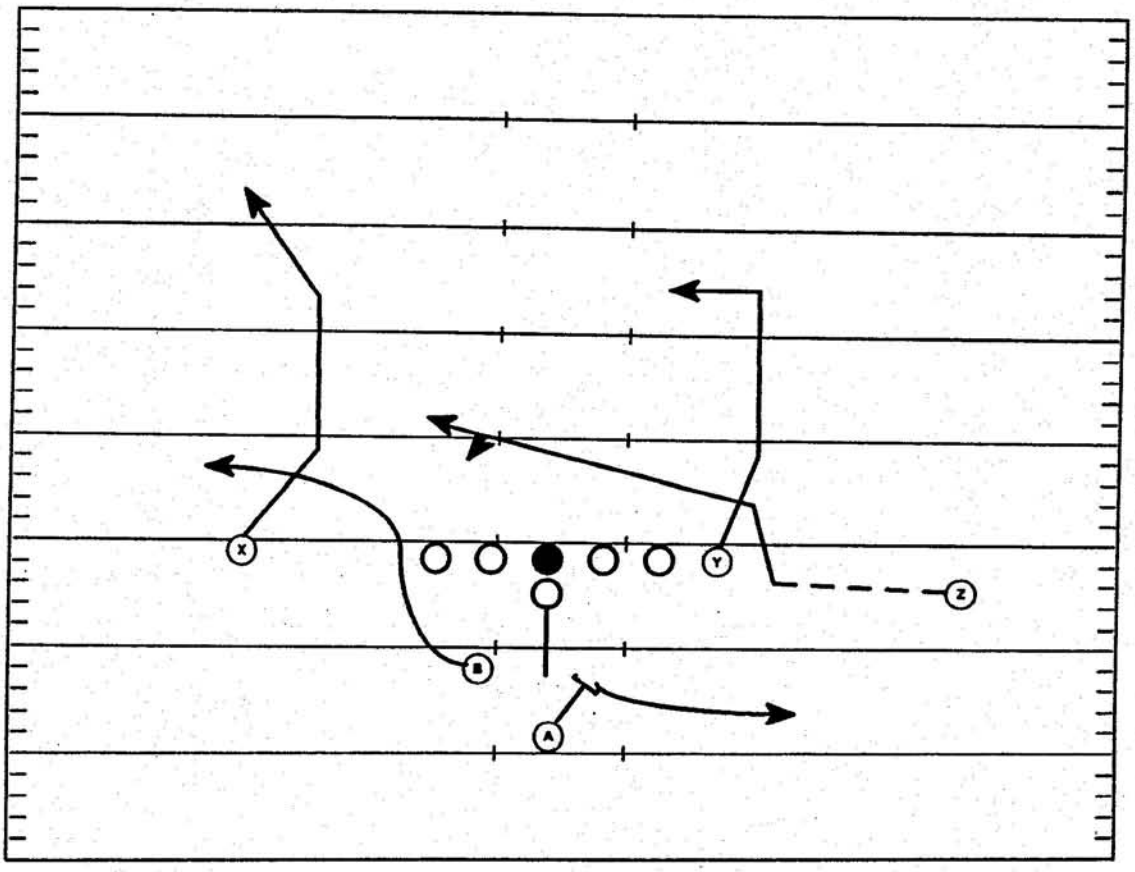
Z: Execute 5 yard Pivot Route.

Y: Execute Sail Post.

W: Execute 14 yard In.

R: Block Protection - N/T - Execute Option Route.

0/1 WK ZHFLY 74/5 SEMI X Q Z LEVEL



QB: COACHING POINT: 5 Step Drop Across the Board Progression Read X - B - Z - Y

PROGRESSION: 1. X 2. B 3. Z 4. Y

X: Execute Q Route No Conversions.

Z: Execute Level Route.

Y: Execute 12 yard In Route.

B: Free Release Execute Diagonal Route.

A: Block Protection - N/T - Execute Swing Route.

STACK

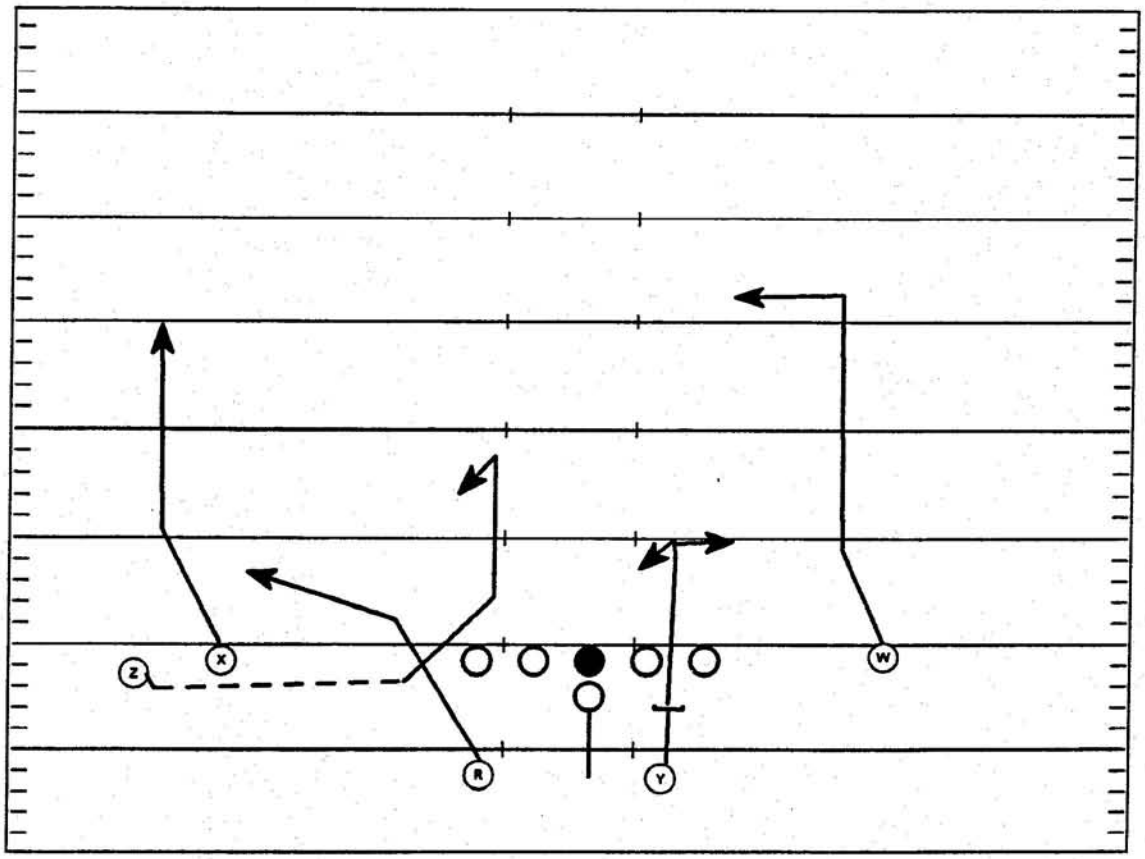
HALF RT/LT STACK

1. 74/5 SEMI Z STICK W IN
2. 74/5 SEMI Z STICK X IN
3. 74/5 SEMI Z PIVOT
4. 74/5 COMEBACK Z PIVOT
5. 74/5 SEMI Z LOOP
6. 74/5 COMEBACK Z LOOP
7. 74/5 COMEBACK R CLOSE
8. 74/5 SEMI Z SAIL W IN
9. 74/5 SEMI Z HOOK X POST
10. 74/5 X POST Z FLAG
11. 74/5 X OUT GO
12. 74/5 X PIN W CURL

FLOOD RT/LT STACK

1. 74/5 TAHOE
2. 74/5 SEMI R GO X IN
3. 74/5 SEMI X SNAG Z HOOK
4. 74/5 X Q - W SMASH
5. 74/5 STRONG X READ - Z PLANE - R CROSS

HALF RT/LT STACK ZHMO 74/5 SEMI Z STICK W IN



QB: COACHING POINT: 5 Step Drop Across the Board Read of Z-R to W-Y.

PROGRESSION: 1. Z/R 2. W 3. Y

X: Execute Outside Release Go Route.

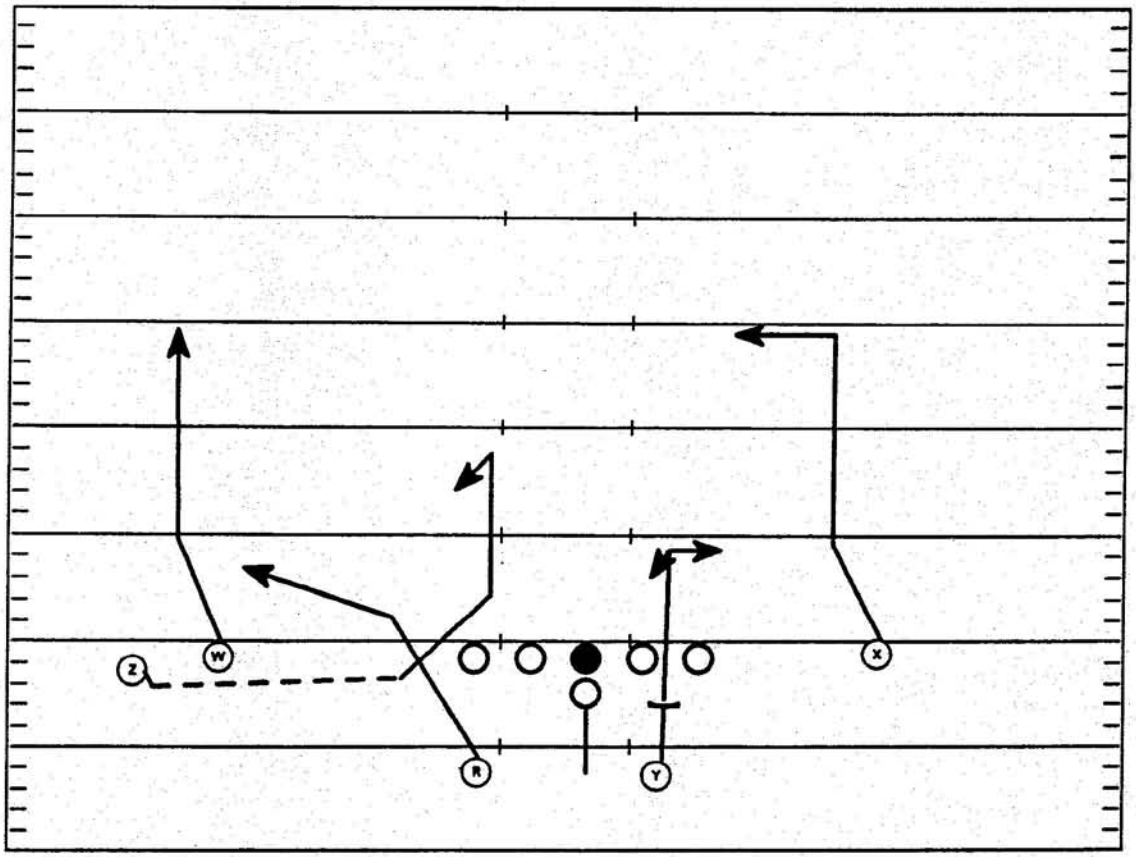
Z: Execute 8 yard Stick Route.

Y: Block Protection: N/T Execute 5 yard Option.

W: Execute 14 yard In Route.

R: Free Release Execute Diagonal Route.

CHANGE HALF RT/LT STACK ZHMO 74/5 SEMI Z STICK X IN



QB: COACHING POINT: 5 Step Drop Across the Board Read of Z-R to X-Y.

PROGRESSION: 1. Z/R 2. X 3. Y

X: Execute a 14 yard In Route.

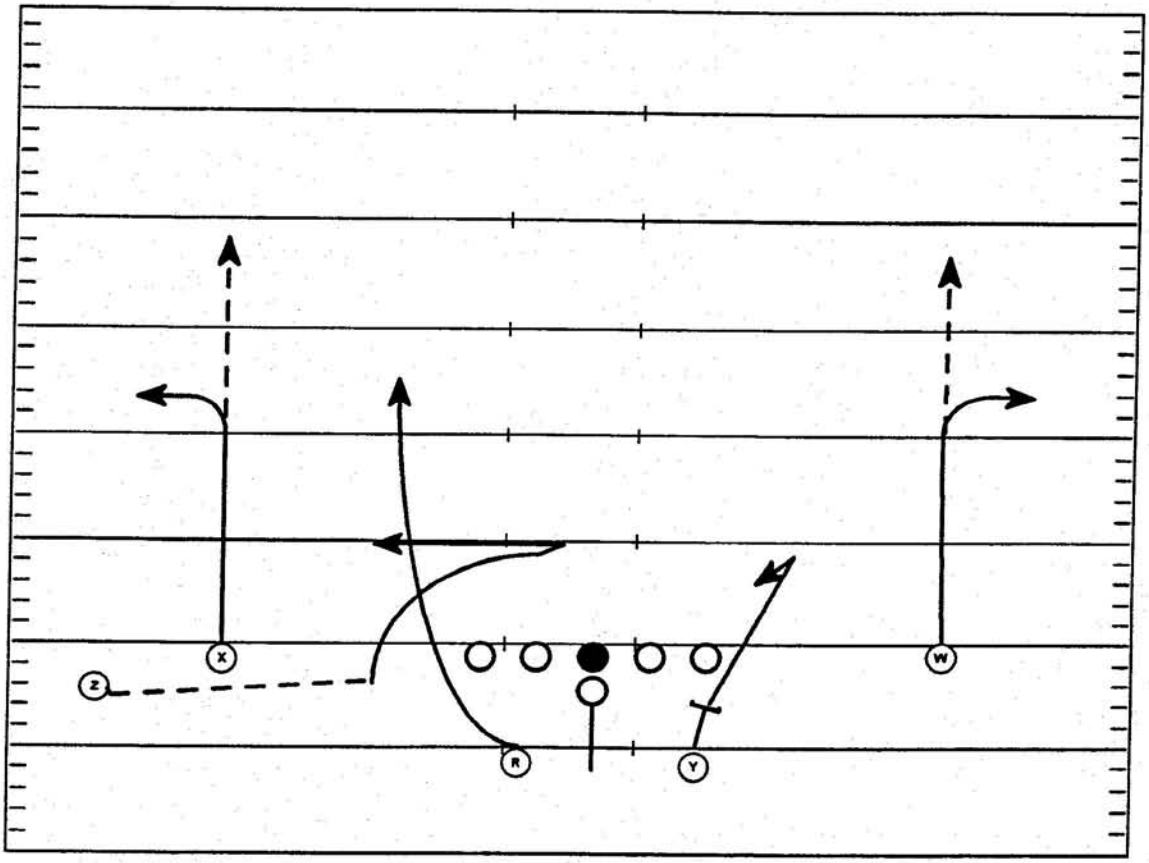
Z: Execute 8 yard Stick Route.

Y: Block Protection: N/T Execute 5 yard Option.

W: Execute Outside Release - Go Route.

R: Free Release Execute Flat Route.

HALF RT/LT STACK 74/5 SEMI Z PIVOT



QB: COACHING POINT: 5 Step Drop. Base Progression of R-Z-Y. Alert for W and X 1 on 1 Semi. (Possible Fade Signal)

PROGRESSION: 1. R 2. Z 3. Y

X: Execute Semi.

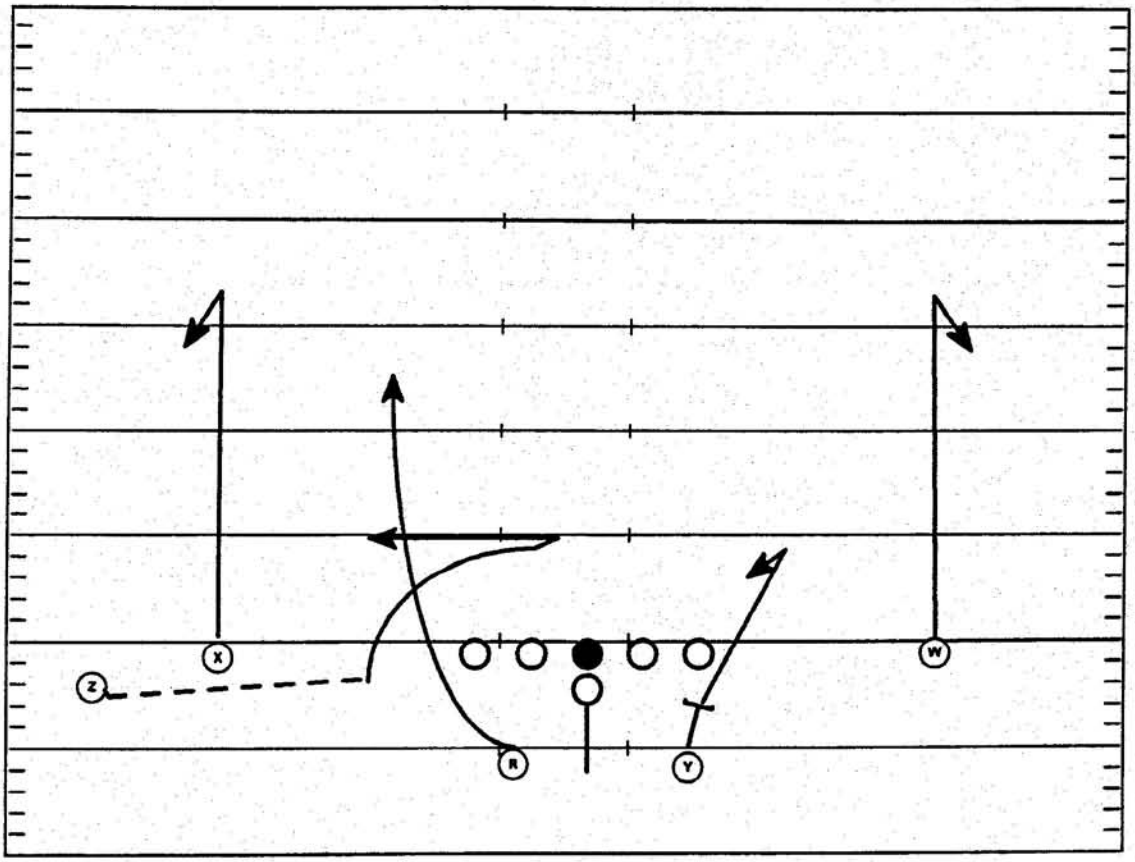
Z: Execute 5 yard Pivot Route.

Y: Block Protection- Look to Chip Execute Stop Route.

W: Execute Semi.

R: Free Release Execute Inside Streak.

HALF RT/LT STACK 74/5 COMEBACK Z PIVOT



QB: COACHING POINT: 5-7 Step Drop. Base Progression of R-Z-X. Alert for W 1 on 1.

PROGRESSION: 1. R 2. Z 3. X

X: Execute 16 yard comeback. Normal Conversions.

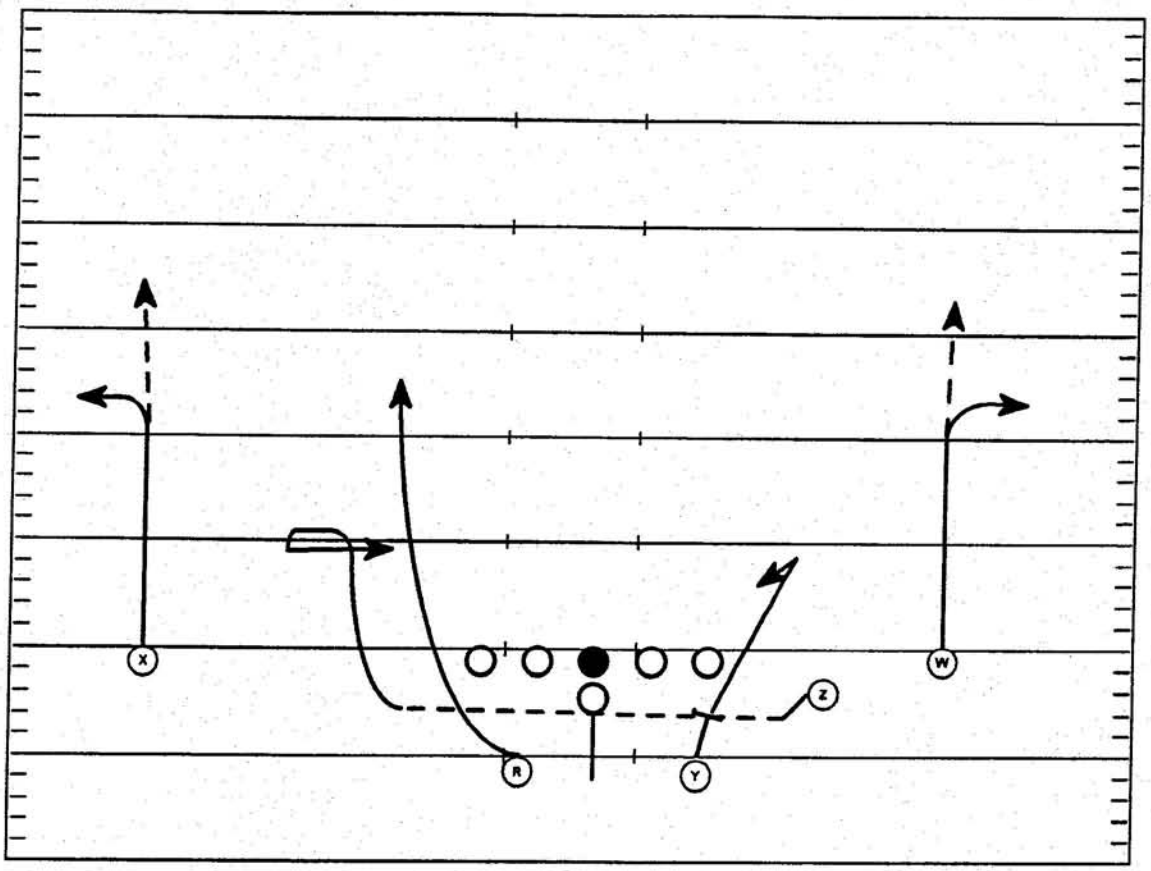
Z: Execute 5 yard Pivot Route.

Y: Block Protection- Look to Chip Execute Stop Route.

W: Execute 16 yard COmeback Normal Conversions.

R: Free Release Execute Inside Streak.

Z FLY TO HALF RT/LT STACK 74/5 SEMI Z LOOP



QB: COACHING POINT: 5 Step Drop. Base Progression of R-Z-Y.
Alert for W and X 1 on 1 Semi. (Possible Fade Signal)

PROGRESSION: 1. R 2. Z 3. Y

X: Execute Semi.

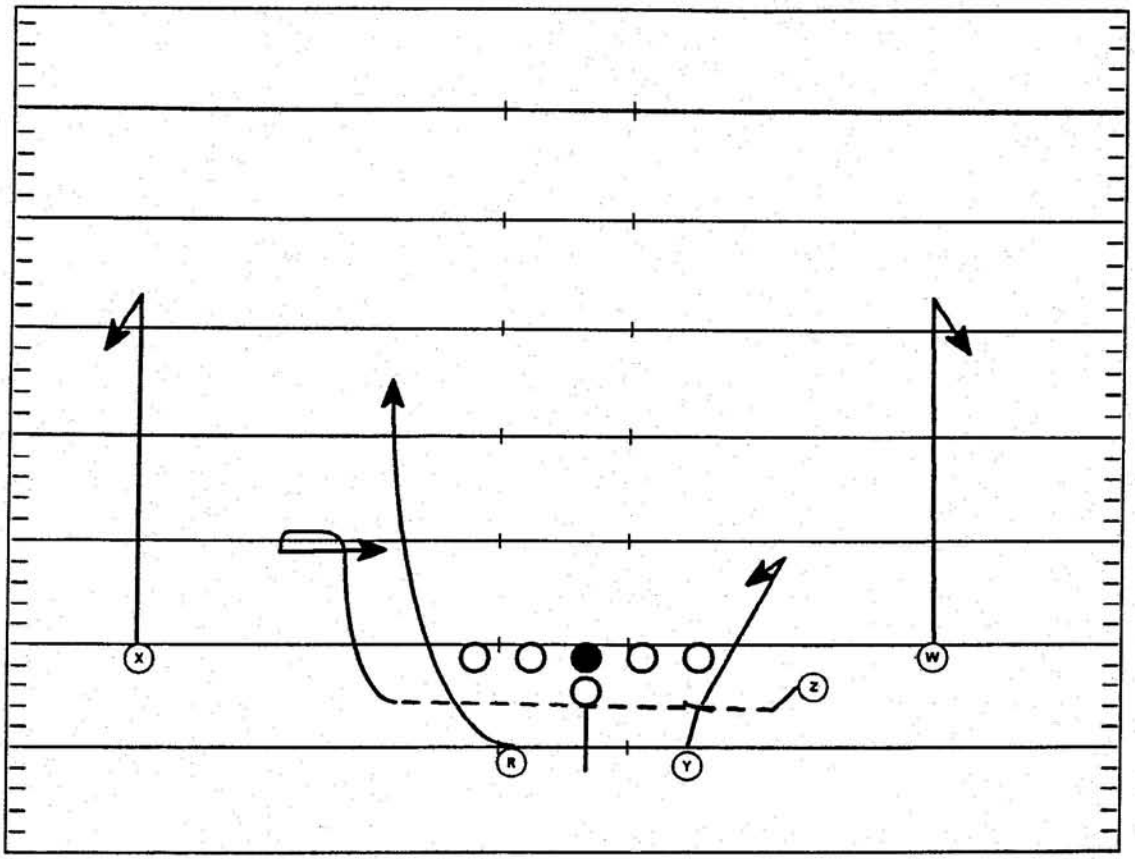
Z: Execute 5 yard Loop Route.

Y: Block Protection- Look to Chip Execute Stop Route.

W: Execute Semi.

R: Free Release Execute Inside Streak.

Z FLY TO HALF RT/LT STACK 74/5 COMEBACK Z LOOP



QB: COACHING POINT: 5-7 Step Drop. Base Progression of R-Z-X. Alert for W 1 on 1.

PROGRESSION: 1. R 2. Z 3. X

X: Execute 16 yard comeback. Normal Conversions.

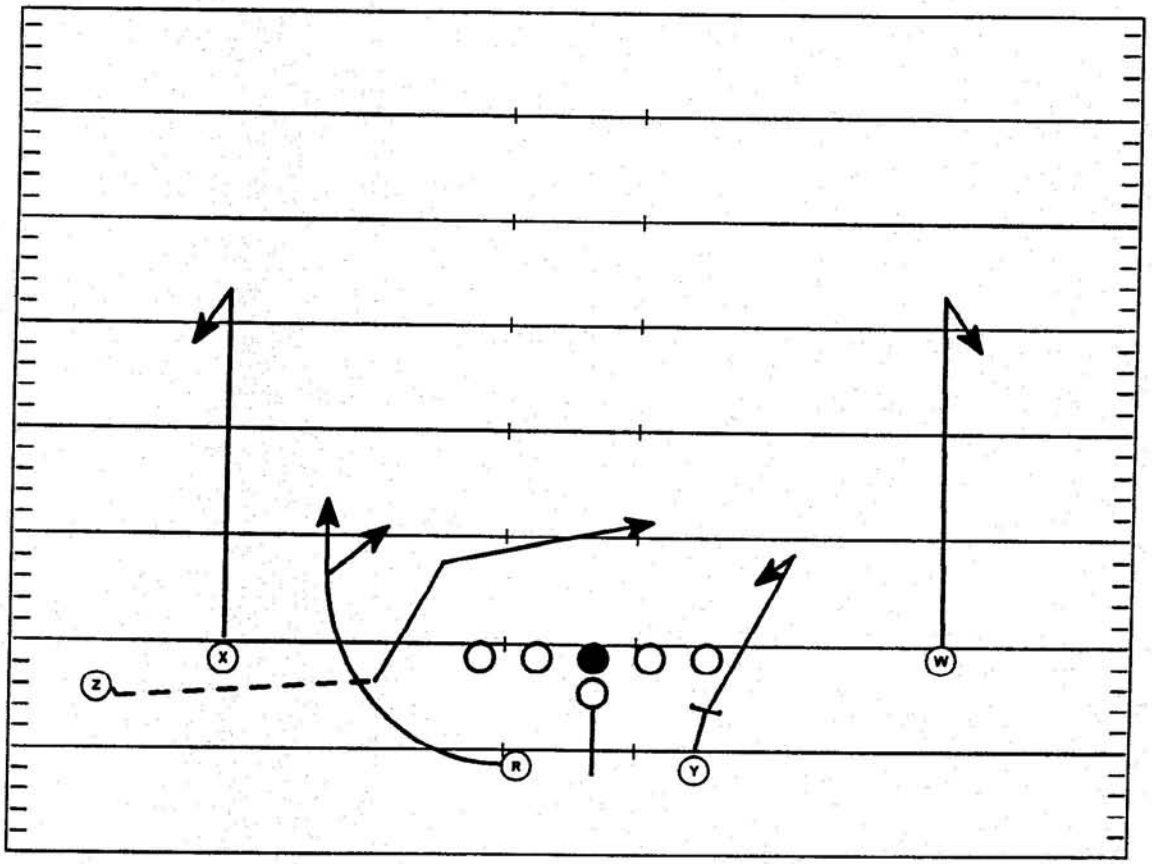
Z: Execute 5 yard Loop Route.

Y: Block Protection- Look to Chip Execute Stop Route.

W: Execute 16 yard COmeback Normal Conversions.

R: Free Release Execute Inside Streak.

HALF RT/LT STACK ZHMO 74/5 COMEBACK R CLOSE



QB: COACHING POINT: 5-7 Step Drop. Base Progression of Z-R-X. Alert for W 1 on 1.

PROGRESSION: 1. R 2. Z 3. X

X: Execute 16 yard comeback. Normal Conversions.

Z: Execute Inside Slant Route through DB.

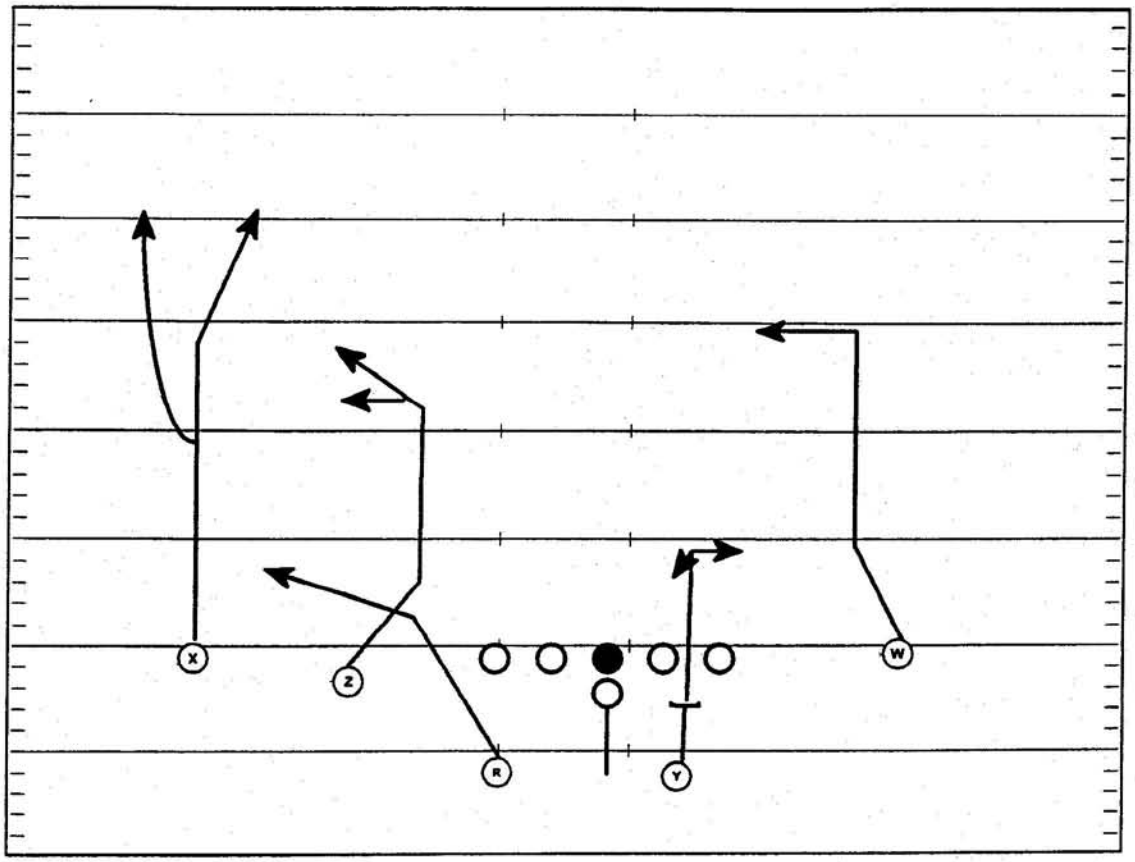
Y: Block Protection- Look to Chip Execute Stop Route.

W: Execute 16 yard COmeback Normal Conversions.

R: Free Release Execute Close Route.

HALF RT/LT 74/5 SEMI Z SAIL W IN

(CHANGE HALF RT/LT X IN)



QB: COACHING POINT: 5 Step Drop. Combo Read. Vs. Single High or Quarters, Read X-Z-R. Vs- Cov. 2 Read W-Y.

X: Execute Sail Post.

Z: Execute Sail Route.

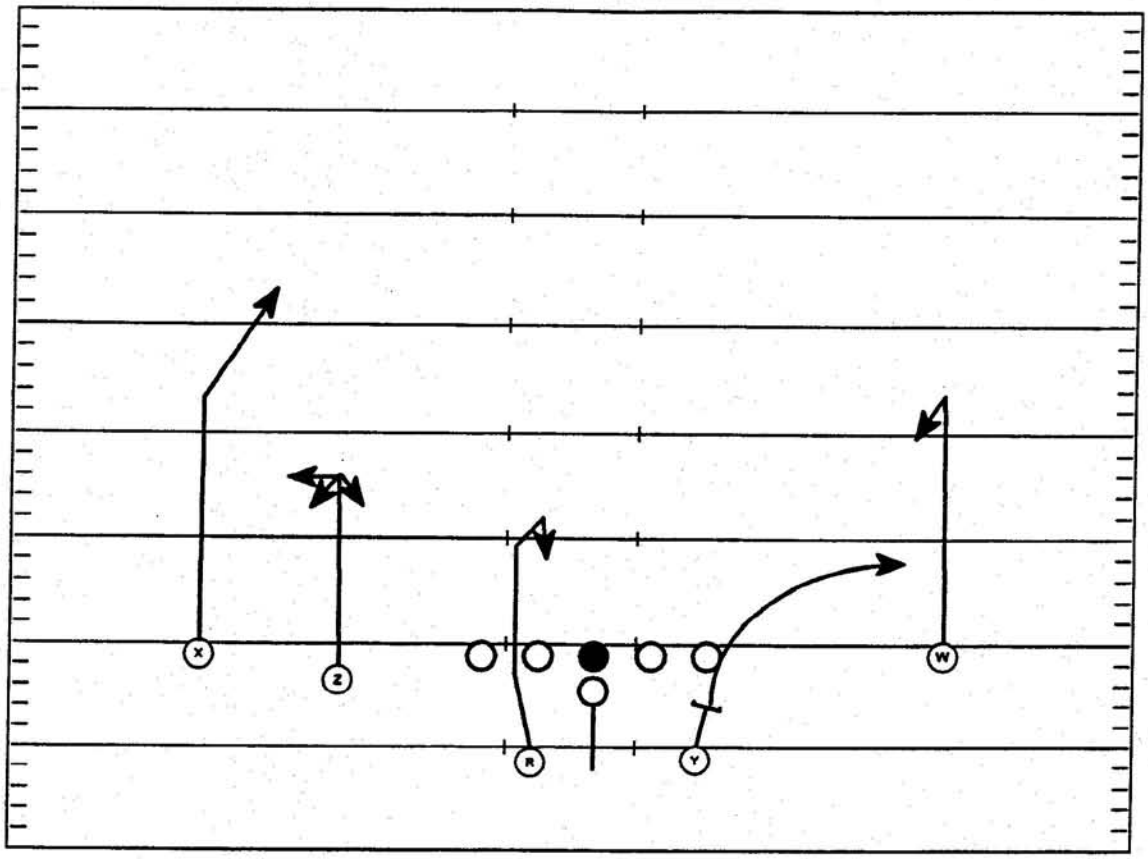
Y: Block Protection: N/T Execute 5 yard Option.

W: Execute 14 yard In Route.

R: Free Release Execute Diagonal Route.

HALF RT/LT STACK 74/5 SEMI Z HOOK X POST

(CAN CALL 82/3)



QB: COACHING POINT: 5 Step Drop. Base Progression of X-Z-R.
Vs. Single High work W-Y-R.

PROGRESSION: 1. X 2. Z 3. R

X: Execute Post Route.

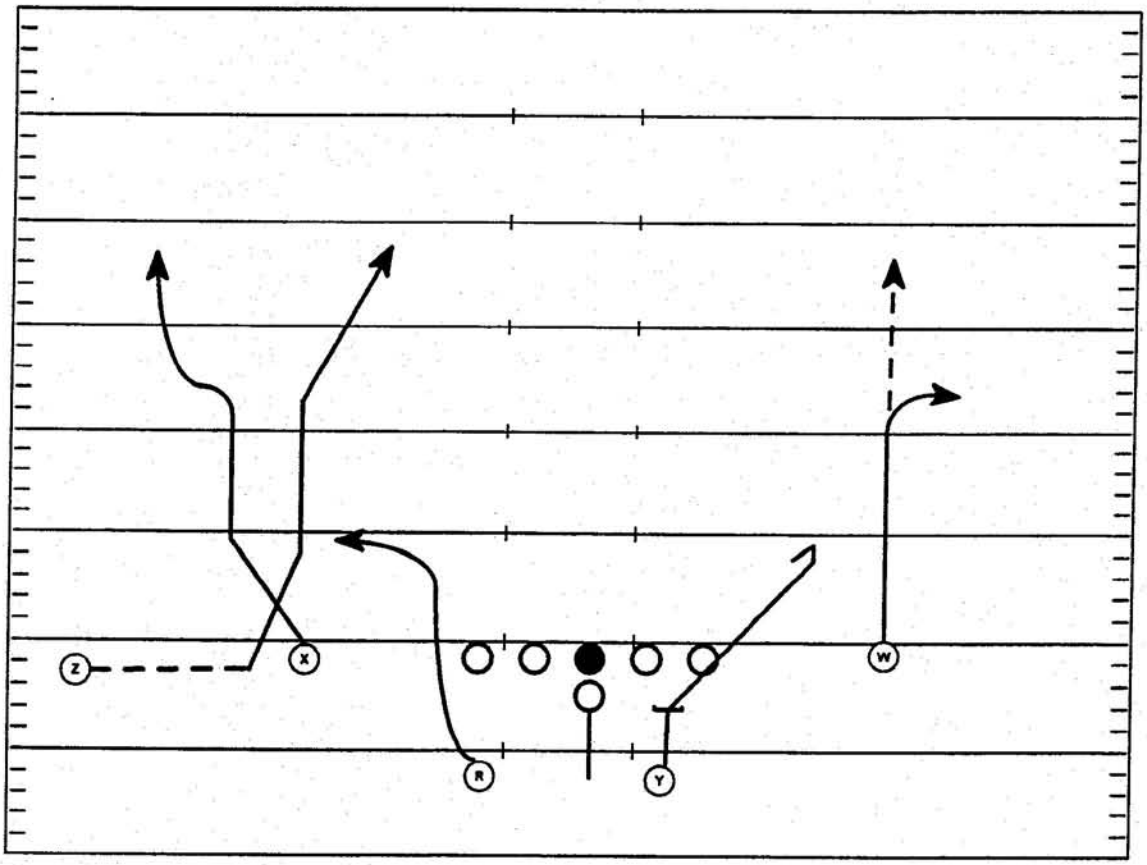
Z: Execute 8-10 yard Hook.

Y: Block Protection: N/T Execute Diagonal.

W: Execute Semi Curl Route.

R: Free Release Execute Check Down.

HALF RT/LT STACK ZHMO 74/5 X OUT GO



QB: COACHING POINT: 5-7 Step Drop Base Progression of Z-X-R.
Be Alert to W 1 on 1.

PROGRESSION: 1. Z 2. X 3. R

X: Execute Out Go.

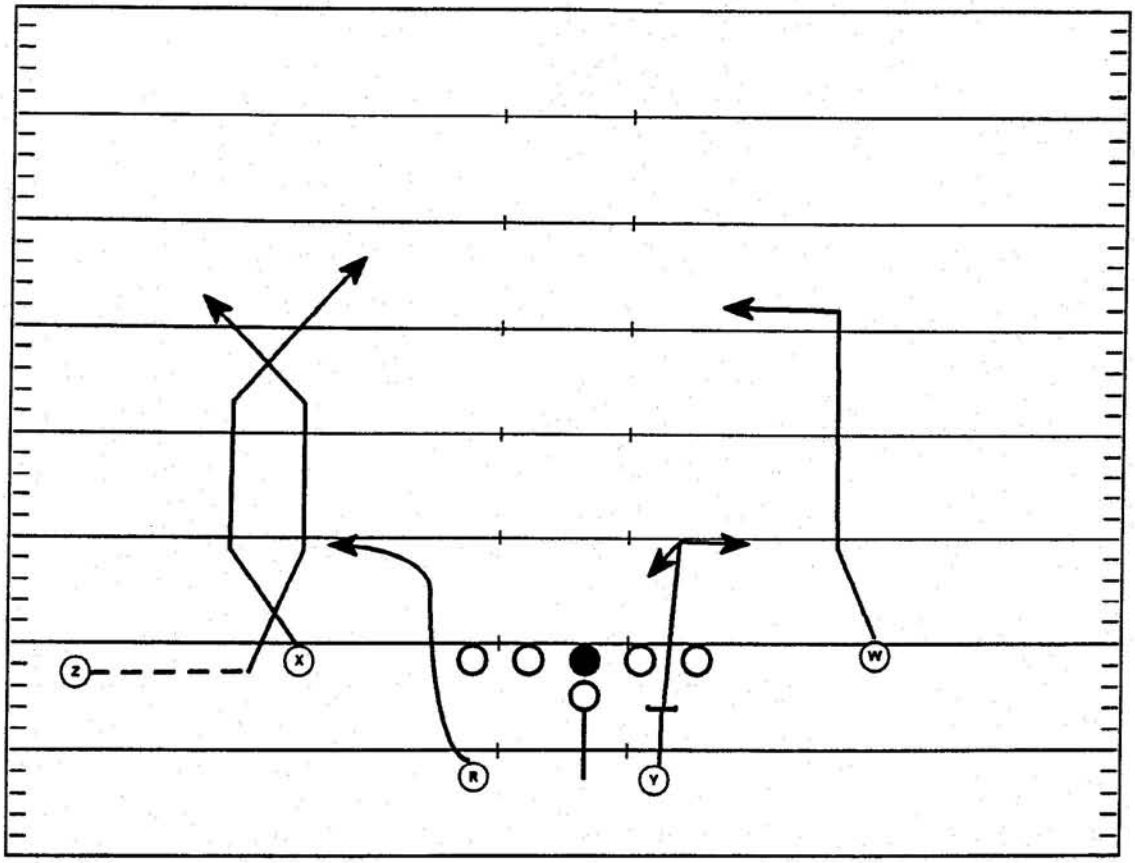
Z: Execute Inside Post.

Y: Block Protection: N/T Execute Stop Route.

W: Execute Read Route.

R: Free Release Execute Flat Route.

HALF RT/LT STACK ZHMO 74/5 X POST Z FLAG



QB: COACHING POINT: Base Progression Read of Z-R.Alert to X on Post Vs. Quarter. Can Come back to W on In Cut Vs. Cover 2.

PROGRESSION: 1. Z/W 2. R/Y

X: Expand 4 yards, Push Vertical to 12, Execute Post Route. No Conversions.

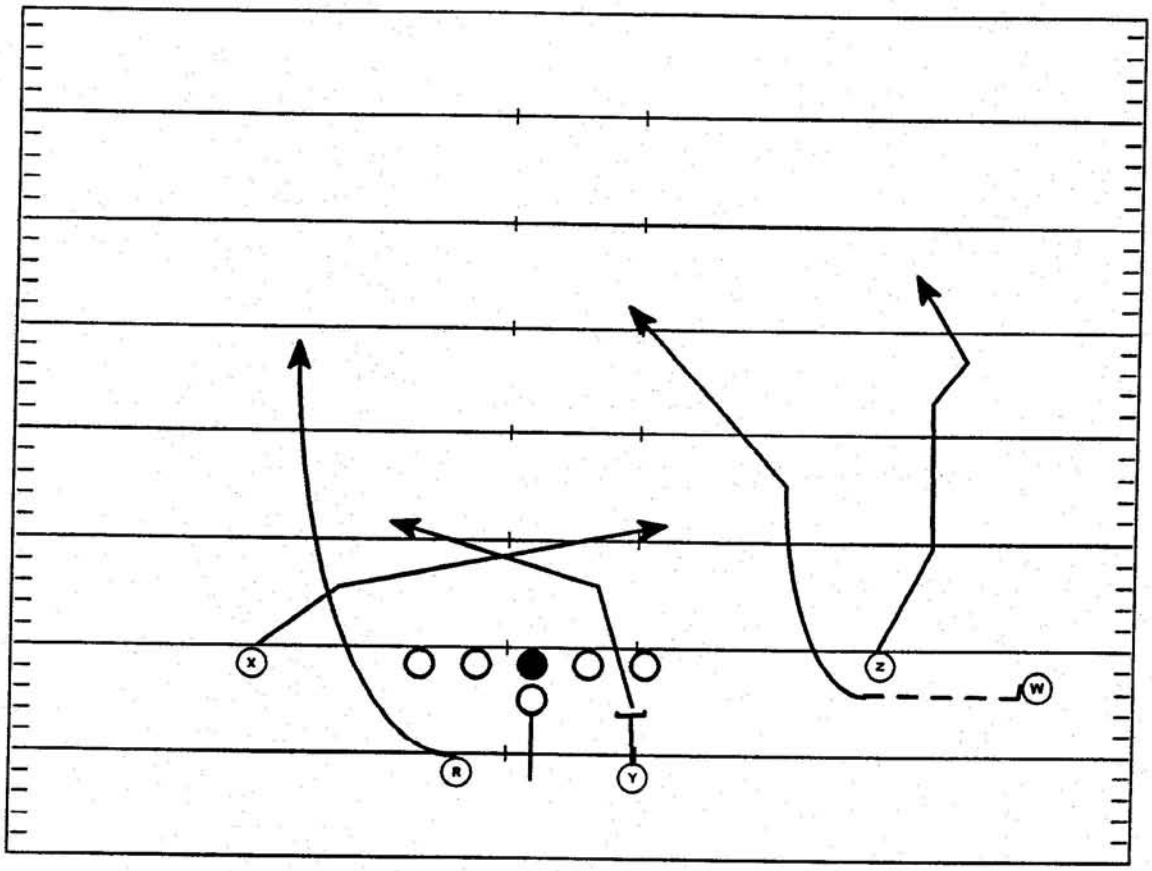
Z: Release Under X, Stem Inside, Push Vertical to 12, Execute Flag Route.

Y: Block Protection: N/T Execute 5 Yard Option.

W: Execute 16 yard In Route.

R: Free Release Execute Flat Route.

FLOOD RT/LT STACK WHFLY 74/5 TAHOE



QB: COACHING POINT: 5-7 Step Drop -Base Progression of Z-X-Y. Alert Man Coverage for R on Go Route.

X: Minimal Split Execute Crossing Route over the top of Y.

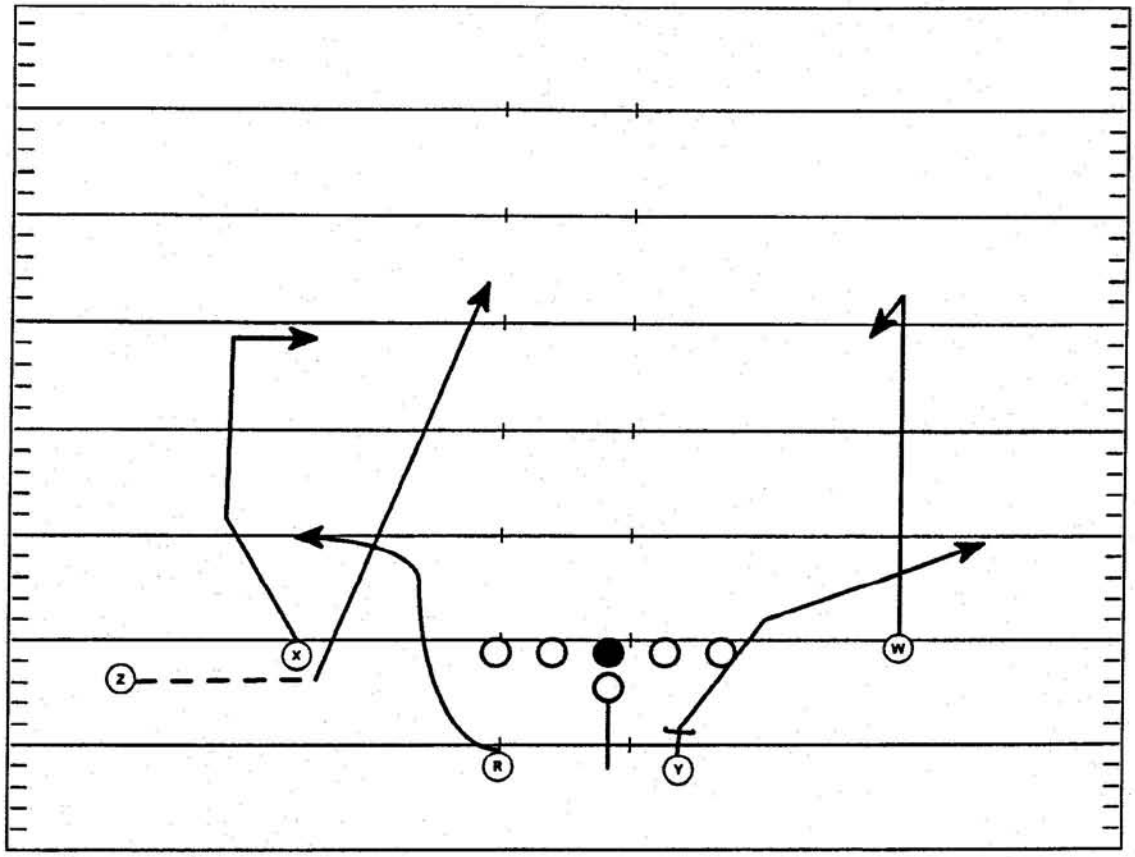
Z: Execute Topper Route.

Y: Block Protection N/T Execute Crossing Route Underneath X.

W: Execute Inside Post.

R: Free Release Execute Go Route.

HALF RT/LT STACK ZHMO 74/5 X PIN W CURL



QB: COACHING POINT: 7 Step Drop. Base Progression Read Z-X-R. Alert for W 1 on 1.

X: Expand - Execute 14 yard In Route.

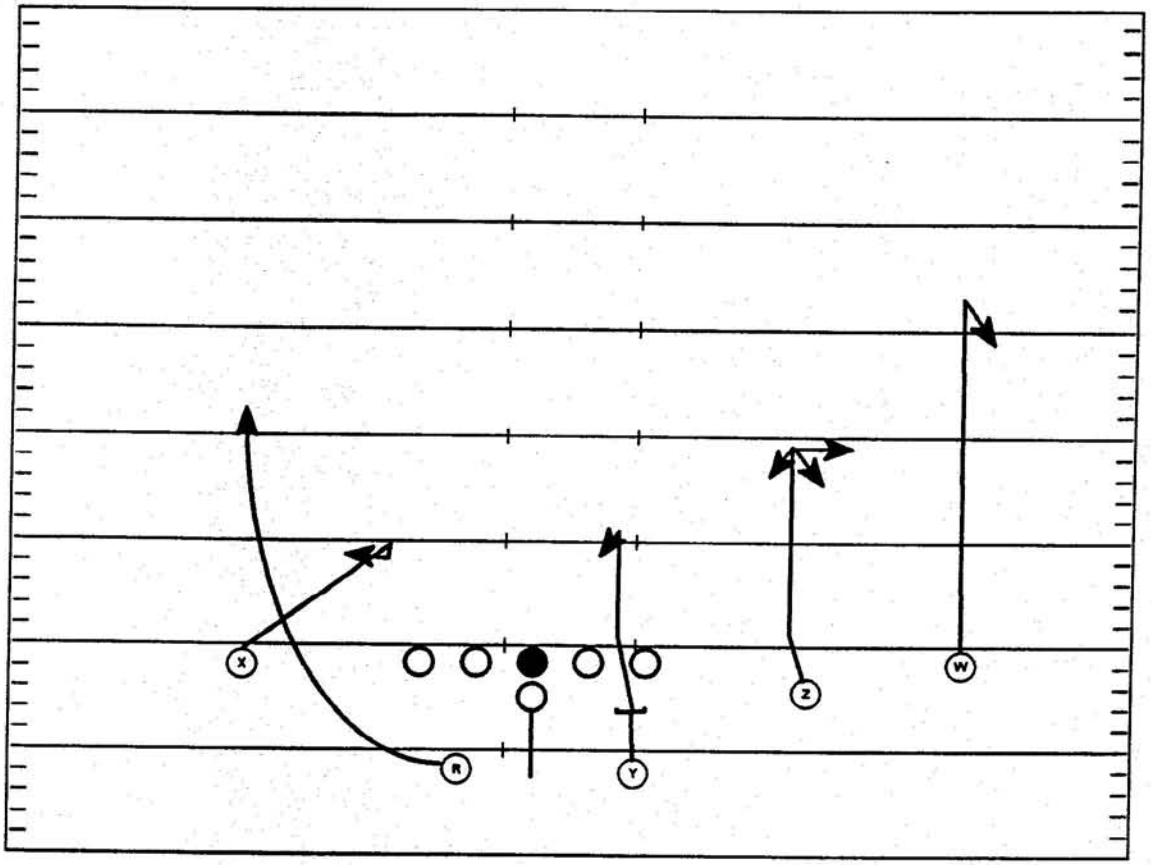
Z: Execute Inside Post Route.

Y: Block Protection: N/T Execute Diagonal Route.

W: Execute 16 yard Curl Route - Normal Conversions.

R: Free Release Execute Flat Route.

FLOOD RT/LT STACK 74/5 SEMI X SNAG Z HOOK



QB: COACHING POINT: 5 Step Drop. Base Progression Read of R-X-Z-Y.

X: Minimal Split Execute Snag Route. (Be Alert for man coverage on R)

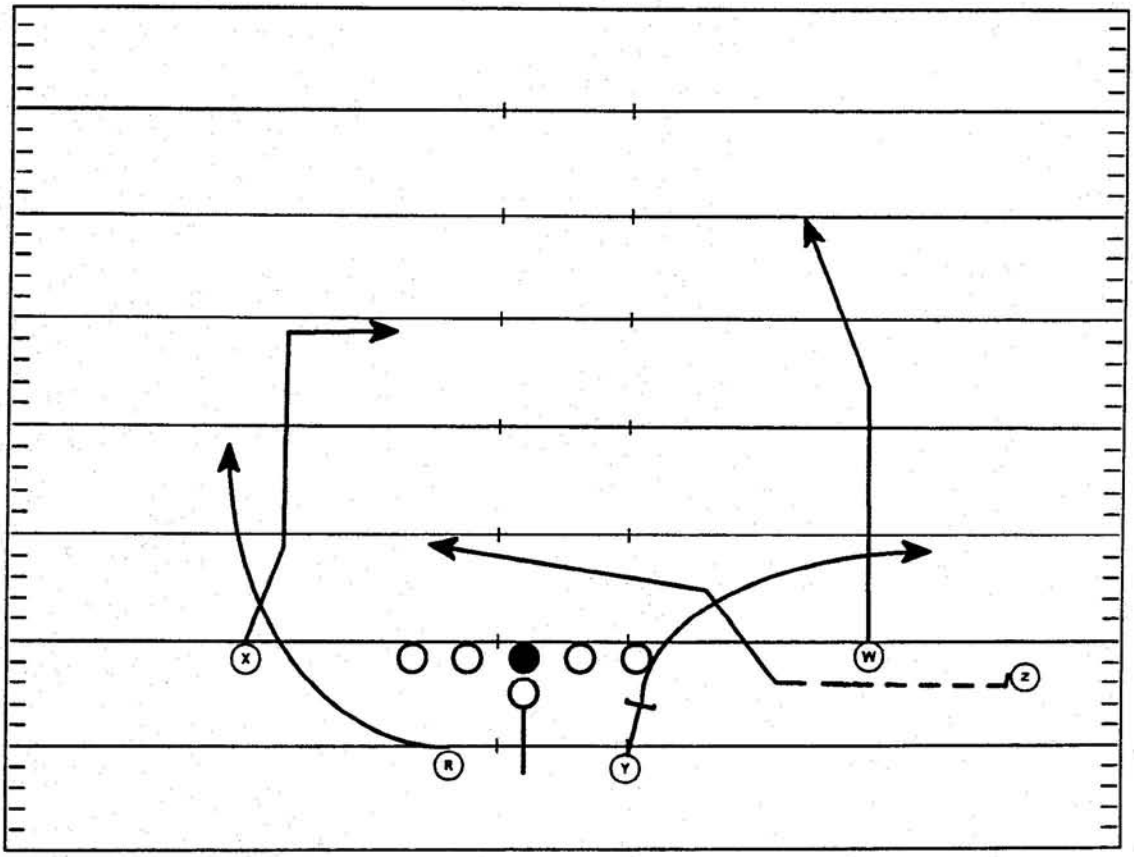
Z: Execute 8-10 yard Hook Route.

Y: Block Protection N/T Execute Check down.

W: Execute 16 yard Comeback.

R: Free Release Execute Go Route.

FLOOD RT/LT STACK ZHFLY 74/5 SEMI R GO X IN



QB: COACHING POINT: 5 Step Base Progression Read - W-X-Z.
Alert R on Go Route -Vs- Man Coverage.

X: Execute 14 yard In Route.

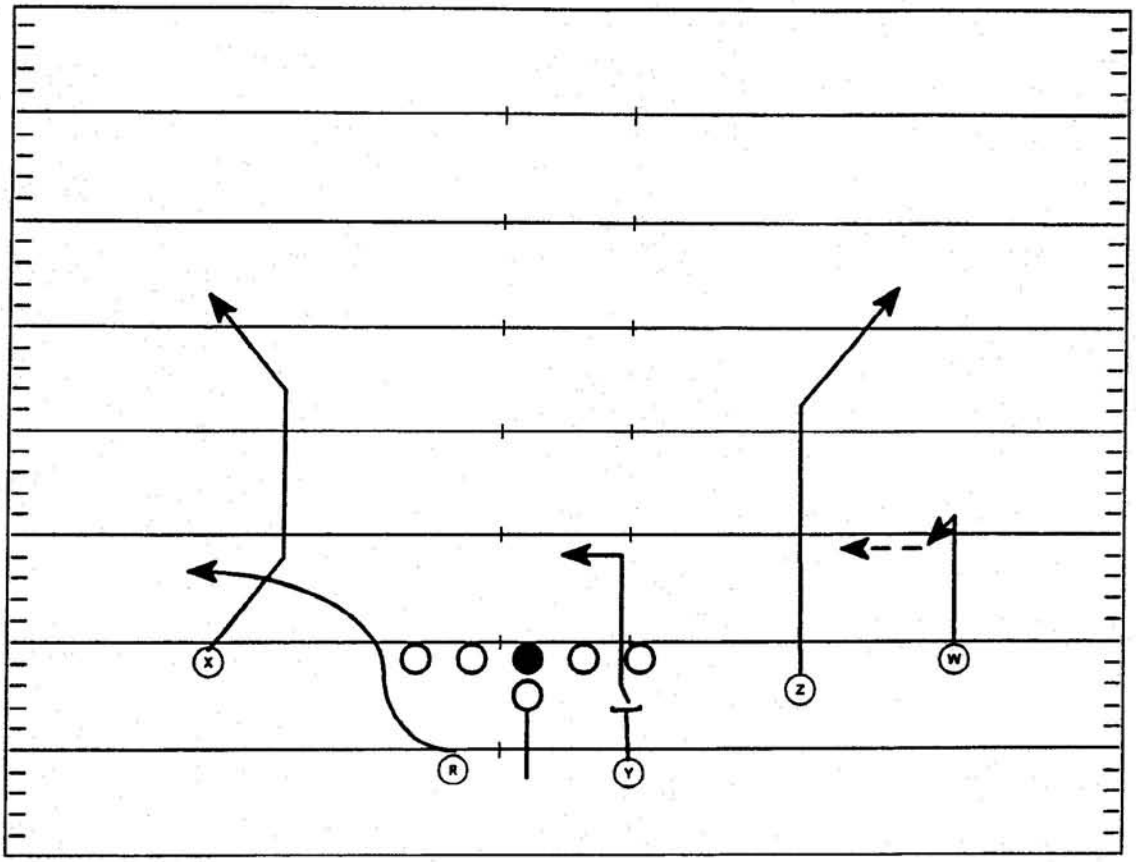
Z: Execute Drag Route.

Y: Block Protection N/T Execute diagonal Route.

W: Execute Post Route.

R: Free Release Execute Go Route.

FLOOD RT/LT STACK 74/5 X Q W SMASH



QB: COACHING POINT: 5-7 Step Drop. Combo Call. Vs. Cover 22/44Q Read X-R-Y. Vs. Single High Read Z-W-Y.

PROGRESSION: 1. X/Z 2. R/W 3. Y

X: Execute Q Route.

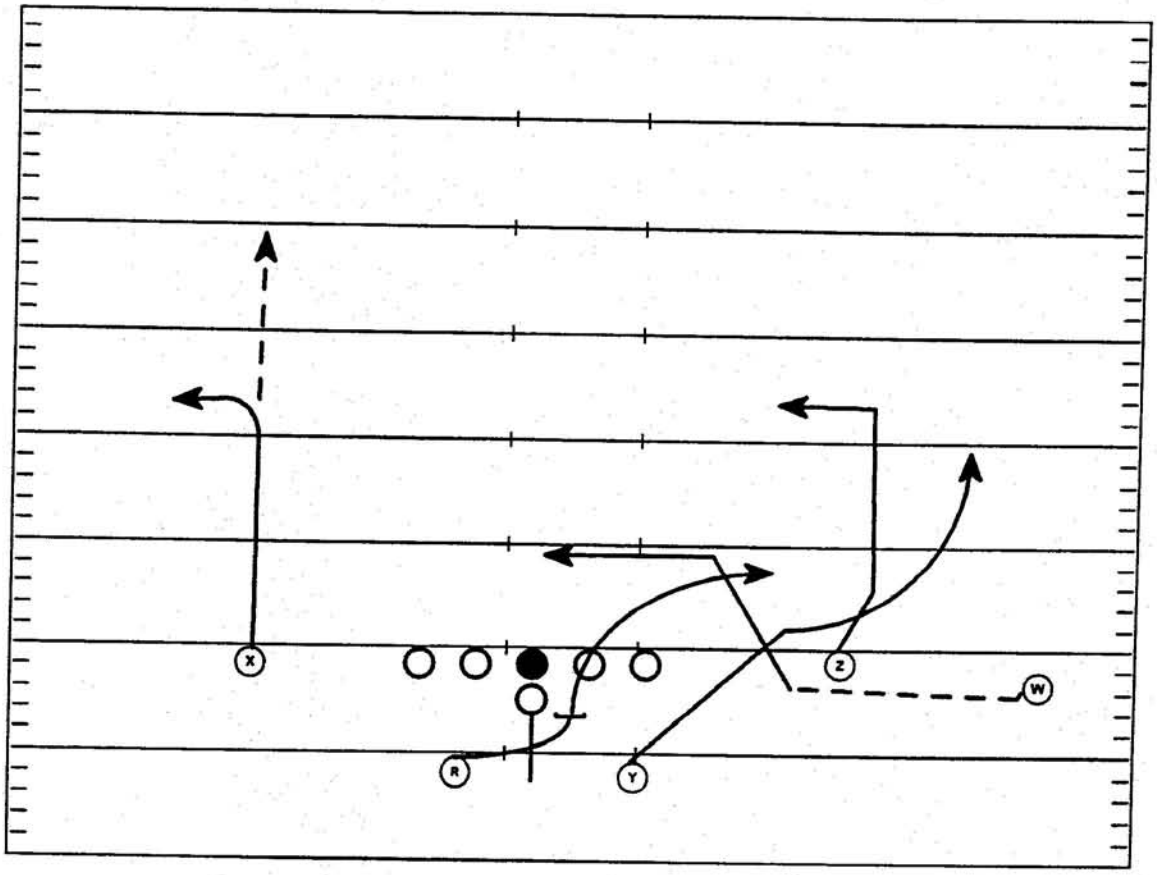
Z: Execute Flag Route.

Y: Block Protection N/T Execute 5 yard In Route.

W: Execute Smash Route.

R: Free Release Execute Diagonal.

FLD RT/LT STACK WHFLY 74/5 STRONG X READ Z PLANE R CROSS



QB: COACHING POINT: 5 Step Drop. Base Progression Read of W-Z-R. Alert for X 1 on 1.

X: Execute Read Route.

Z: Execute 12 yard In.

Y: Free Release Go Route. (Alert Hot Arrow)

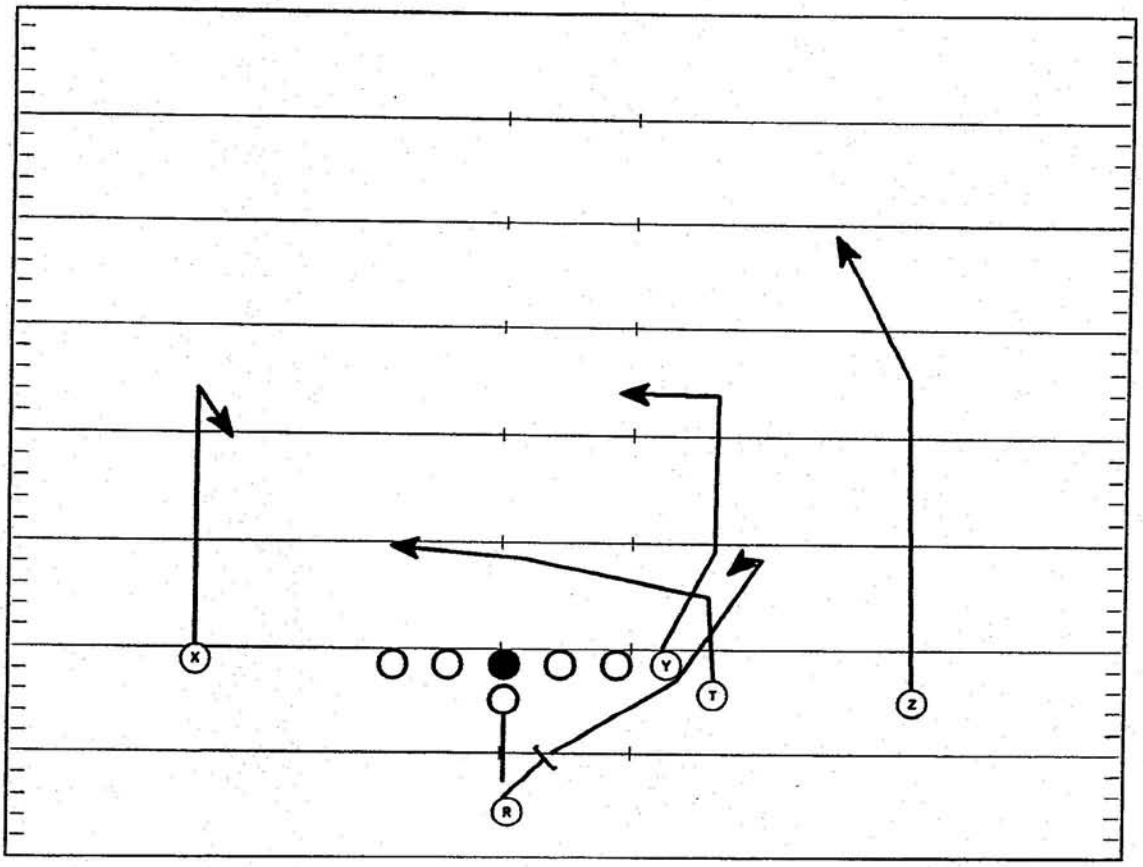
W: Execute 5 yard In Route.

R: Block Protection - N/T Execute Crossing Route.

2001 – LEVELS / DRIVE / CROSSERS

1. 74/5 SEMI T LEVEL Z POST
2. 76.7 SEMI Y LEVEL Z POST
3. 76/7 SEMI Z LEVEL W POST (W RETURN)
4. 76/7 Z LEVEL Y POST (Y RETURN)
5. 62/3 SEMI Z LEVEL X POST
6. 62/3 SEMI T LEVEL
7. 62/3 W DRIVE R CROSS
8. 62/3 X DRIVE T WHEEL
9. 76/7 Y/Z CROSS
10. 74/5 Y/T CROSS
11. 76/7 Y/Z BREAK
12. 74/5 Y/T BREAK
13. 76/7 X DRIVE R CROSS
14. 62/3 SEMI Y OUT X PLANE
15. 76/7 Z SMASH W PLANE
16. 62/3 SEMI X LEVEL
17. 62/3 SEMI Y SAIL R TRAIL
18. 62/3 X READ Z LEVEL T CROSS
19. 74/5 X READ Z DRIVE
20. 62/3 X READ Z DRIVE R CROSS
21. 62/3 X READ W DRIVE
22. 62/3 Z READ X DRIVE
23. 62/3 W READ Y/X CROSS
24. 62/3 Z READ Y/X CROSS
25. 74/5 T DRIVE X PIN
26. 76/7 X PIN

0/1 FLOOD 74/5 SEMI T LEVEL Z POST



QB: COACHING POINT: 5 Step Drop. Base Progression read of T-Y-R.

PROGRESSION: 1. T 2. Y 3. R

X: Max Split - Execute Semi Curl.

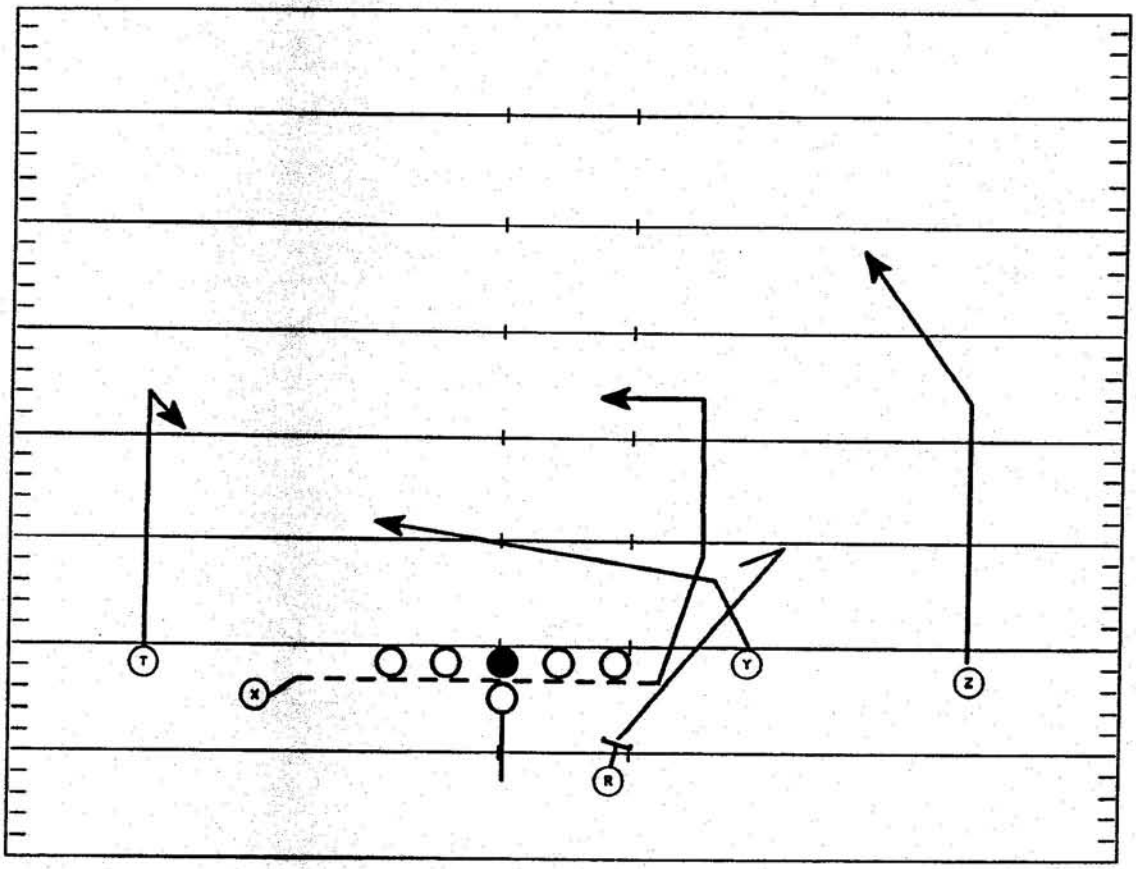
Z: Execute Post Route.

Y: Execute 12 yard In Route.

T: Execute Level Route.

R: Block Protection Rule: N/T Execute Stop Route.

8/9 FLEX OUTSIDE XMO 76/7 SEMI Y LEVEL Z POST



QB: COACHING POINT: 5 Step Drop. Base Progression Read of Y-X-R. Alert to Z on Post -Vs- Quarters SS Down on Y.

X: Execute 12 yard In Route.

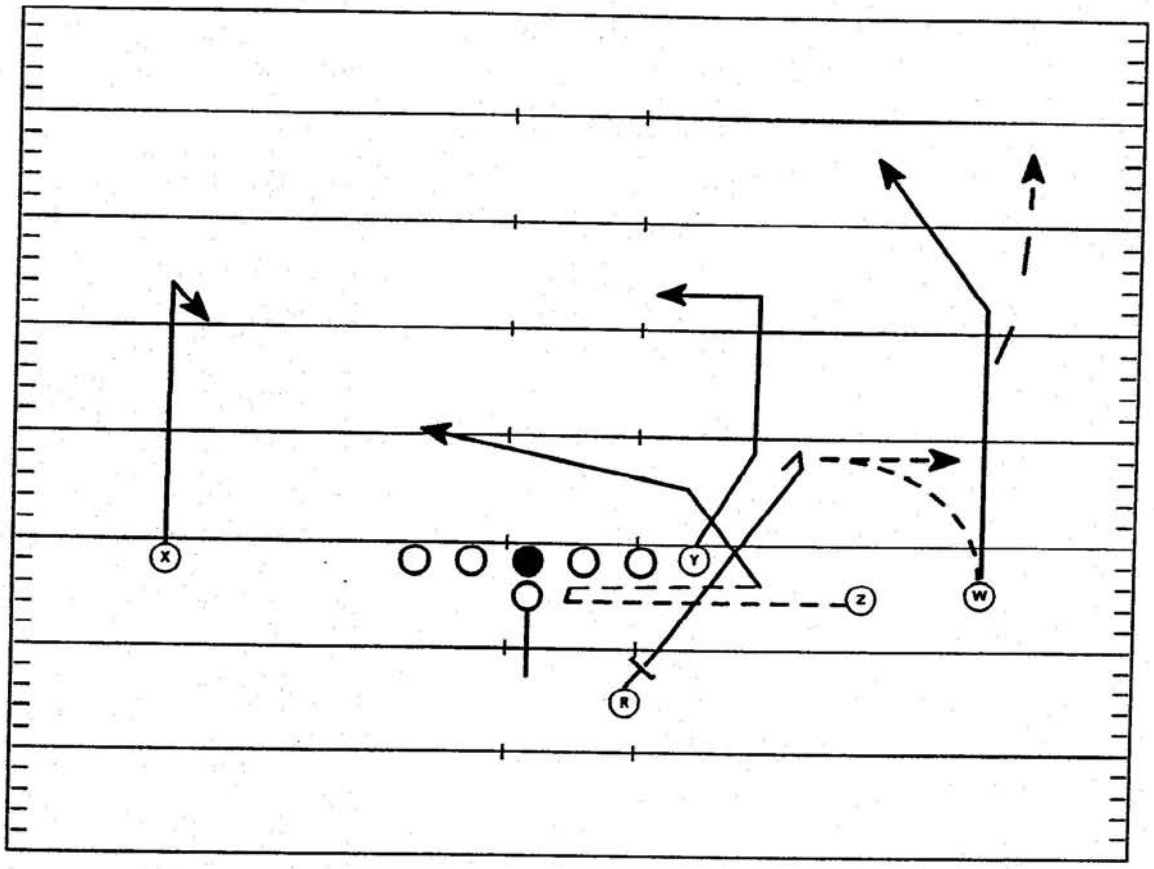
Z: Execute Post Route.

Y: Execute Level Route.

T: Execute Semi Curl Route.

R: Block Protection Rule: N/T Execute Stop Route.

8/9 WIDER Z PEEL 76/7 SEMI Z LEVEL W POST (W RETURN)



QB: COACHING POINT: 5 Step Drop. Base Progression Read of Z-Y-R. Alert X 1 on 1 - Alert W on Post -Vs- Quarters.

X: Execute Semi Curl Route - Max Plus Split.

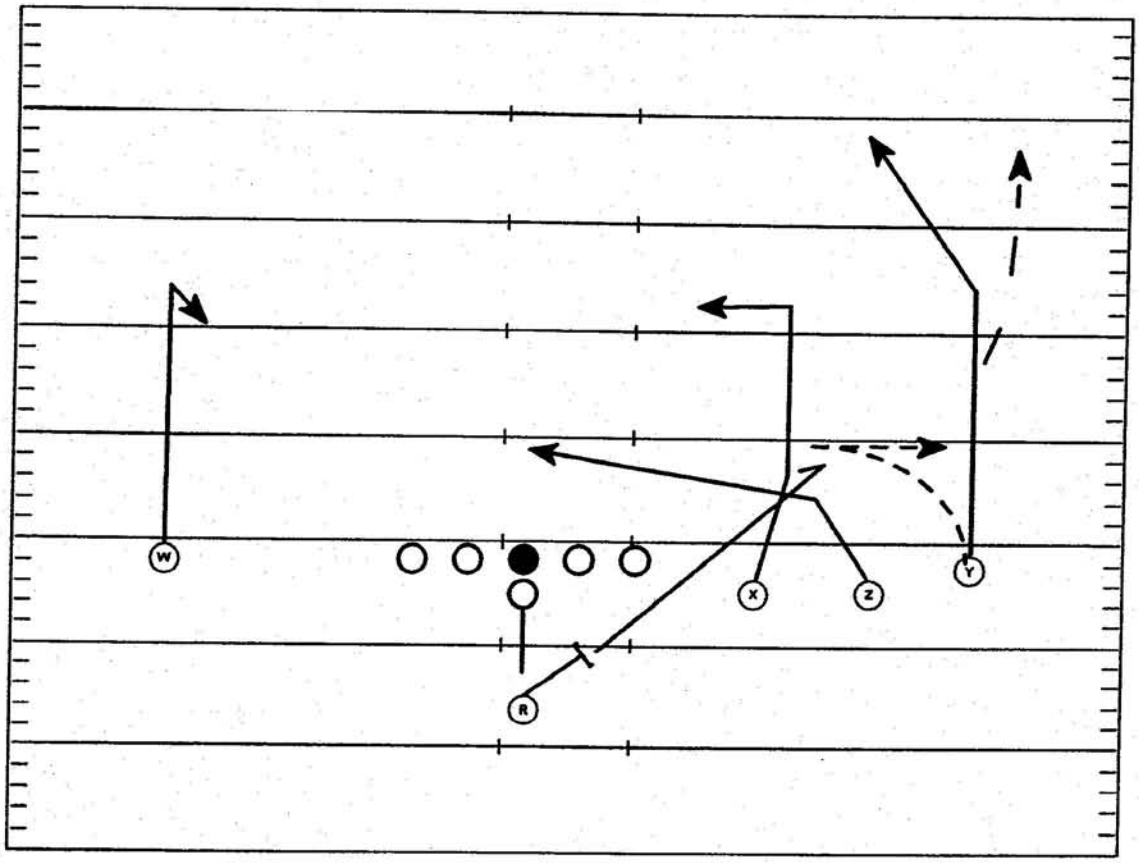
Z: Execute Level Route.

Y: Execute 12 yard In Route.

W: Execute 12 yard Post Route.

R: Block Protection Rule: N/T Execute Stop Route.

TAXI RT/LT 76/7 Z LEVEL Y POST (Y RETURN)
CAB RT/LT 76/7 Z LEVEL Y POST (Y RETURN)



QB: COACHING POINT: 5 Step Drop. Base Progression Read of Z-X-R.
Alert to Y on Post -Vs- Quarters SS Down on Y.
Alert W 1 on 1.

X: Execute 12 yard In Route.

Z: Execute Level Route.

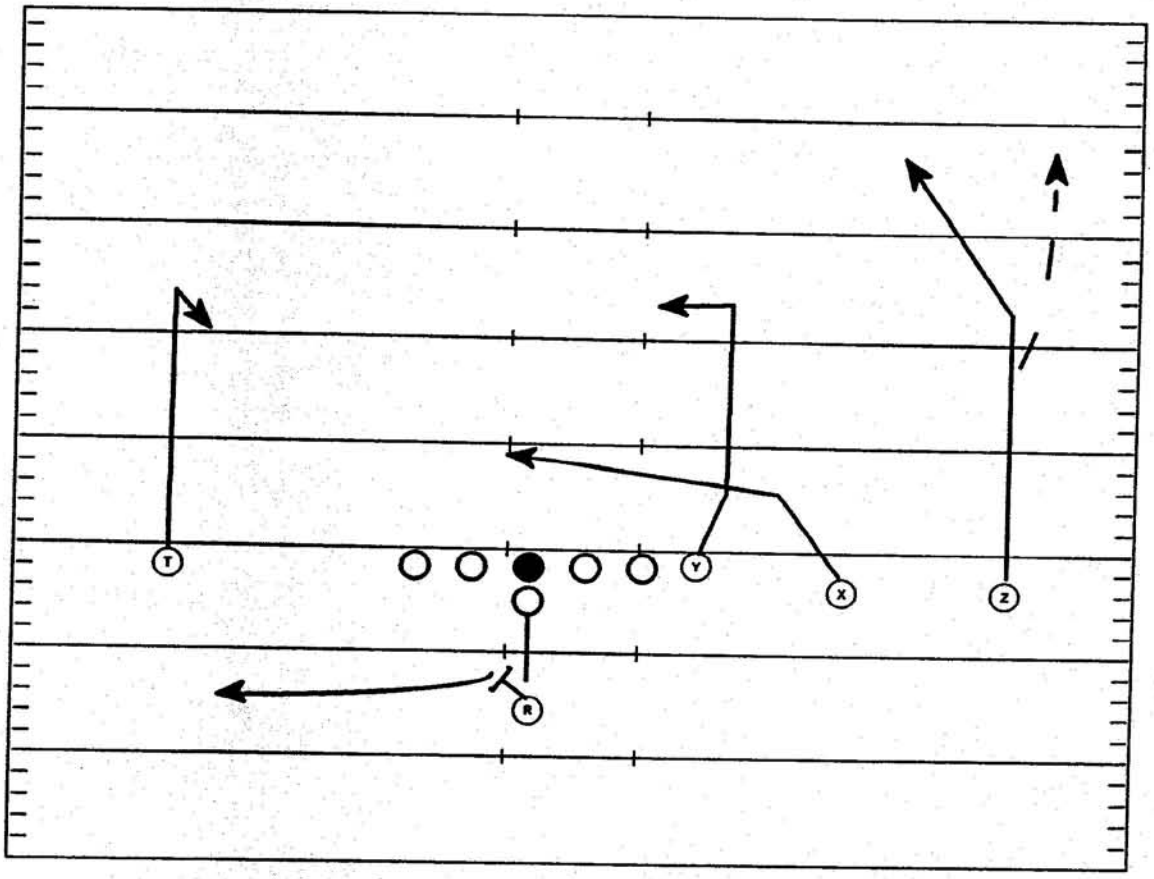
Y: Execute Post Route.

W: Execute Semi Curl Route.

R: Block Protection Rule: N/T Execute Stop Route.

(EXPAND) CHANGE 0/1 WIDER 62/3 SEMI Z LEVEL X POST

(62/3 SEMI Z LEVEL R CROSS)



QB: COACHING POINT: 5 Step Drop. Base Progression Read of Z-Y-R. Alert X on Post -Vs- Quarters SS Dowm on Y.

X: Execute 12 yard Post Route.

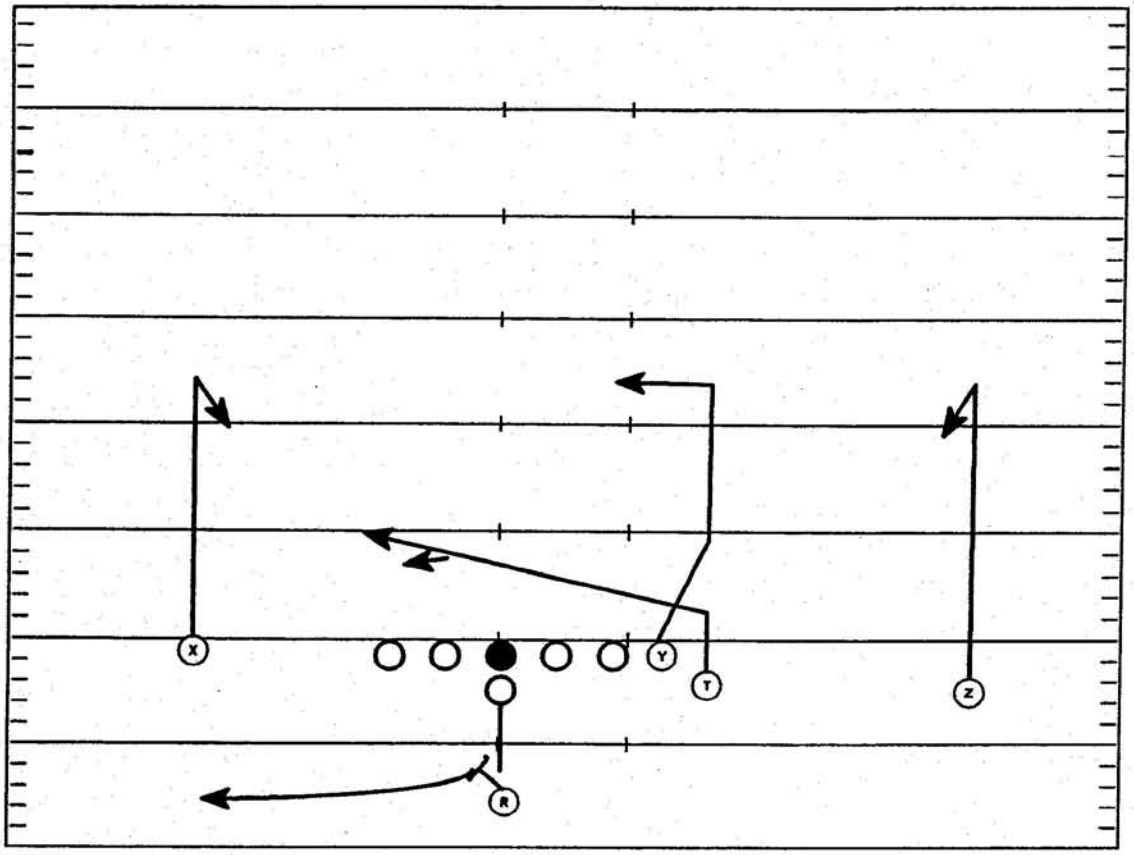
Z: Execute Level Route.

Y: Execute 12 yard In Route.

T: Execute Semi Curl Route.

R: Block Protection Rule: N/T Execute Swing Route.

0/1 FLOOD T PEEL 62/3 SEMI T LEVEL



QB: COACHING POINT: 5 Step Drop. Base Progression read of T-Y-R.

PROGRESSION: 1. T 2. Y 3. R

X: Max Split - Execute Semi Curl.

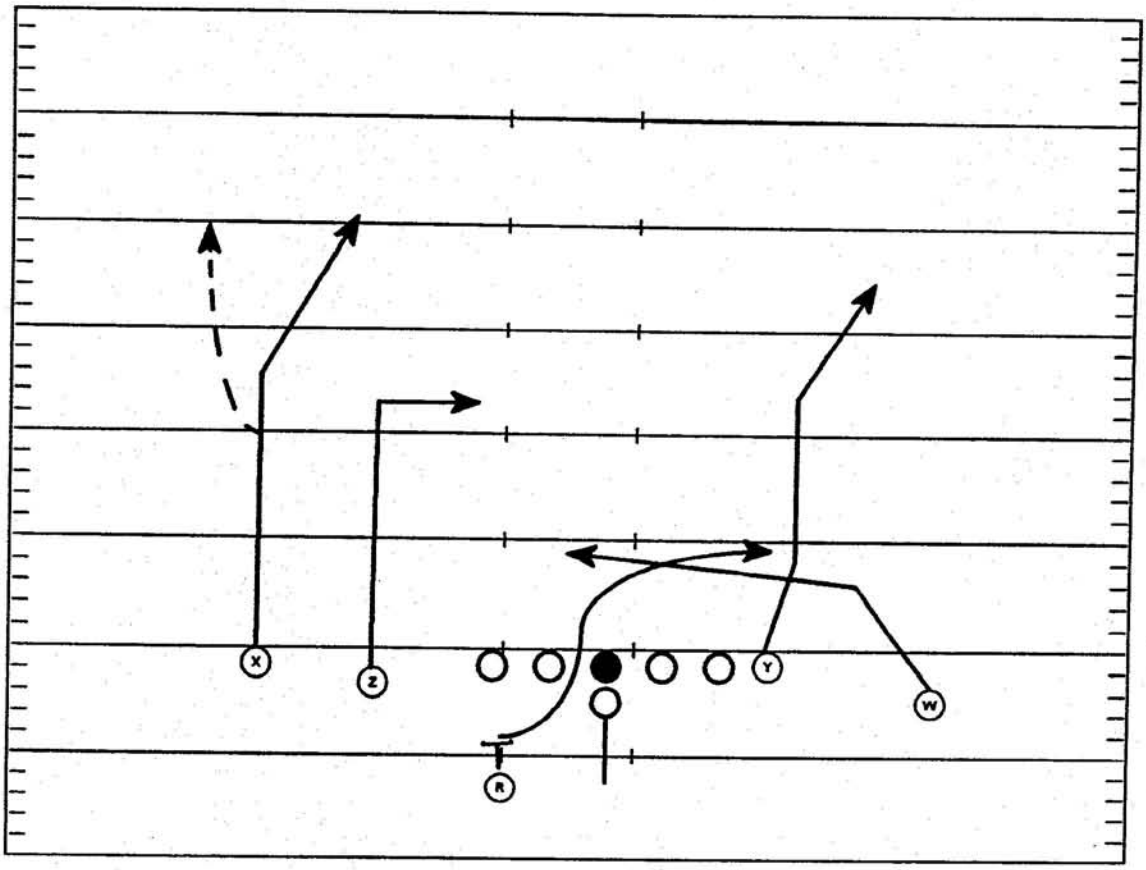
Z: Execute Semi Curl Route.

Y: Execute 12 yard In Route.

T: Execute Level Route.

R: Block Protection Rule: N/T Execute Swing Route.

2/3 SW 62/3 W DRIVE R CROSS



QB: COACHING POINT: 5-7 Step Drop. Base Progression Read of Z-W-R.
Alert to Y on flag -Vs- Single high Press on W.
Alert to X on Post -Vs- Quarters.

PROGRESSION: 1. Z 2. W 3. R

X: Execute 12 yard Post Route.

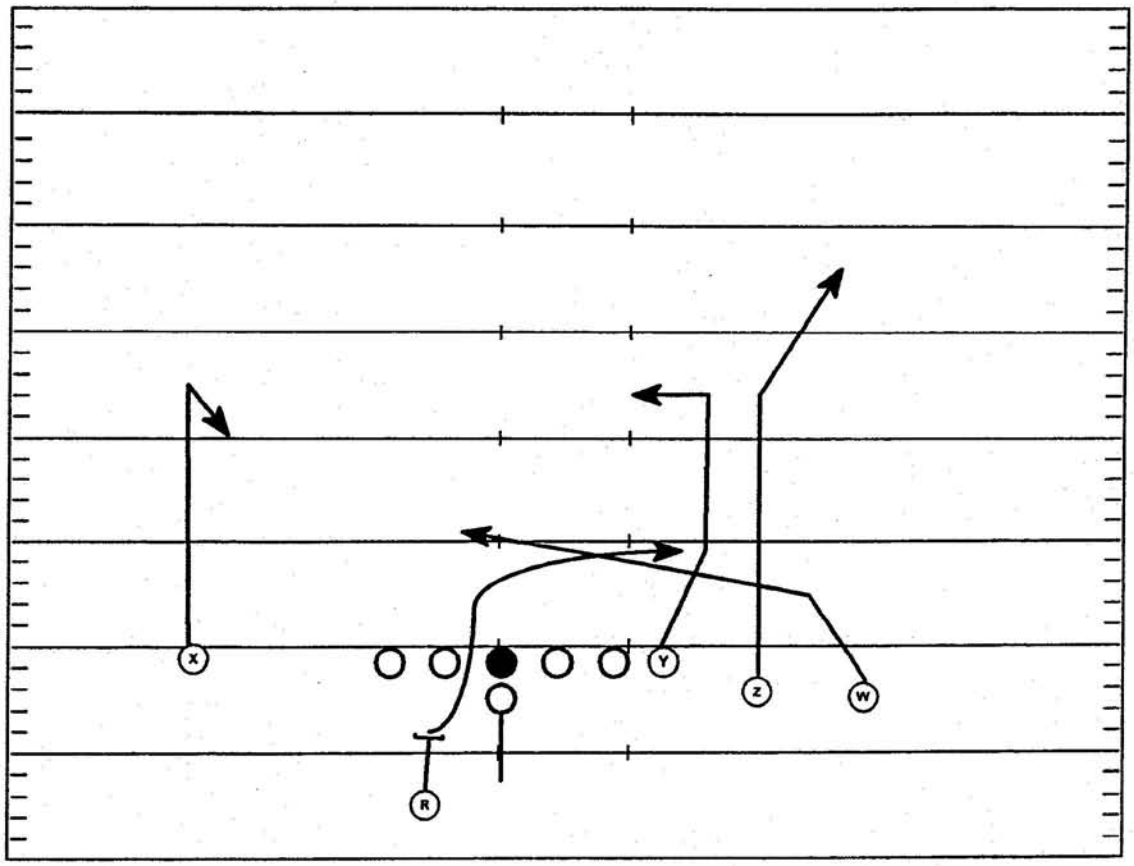
Z: Execute 12 yard In Route.

Y: Execute 12 yard Flag Route.

W: Execute Drive Route.

R: Block Protection Rule: N/T Execute Cross Route.

2/3 WDR 62/3 W DRIVE R CROSS



QB: COACHING POINT: 5 Step Drop. Base Progression read of W-Y-R. Alert Z on Flag and X 1 on 1.

PROGRESSION: 1. W 2. Y 3. R

X: Max Plus Split - Execute Semi Curl.

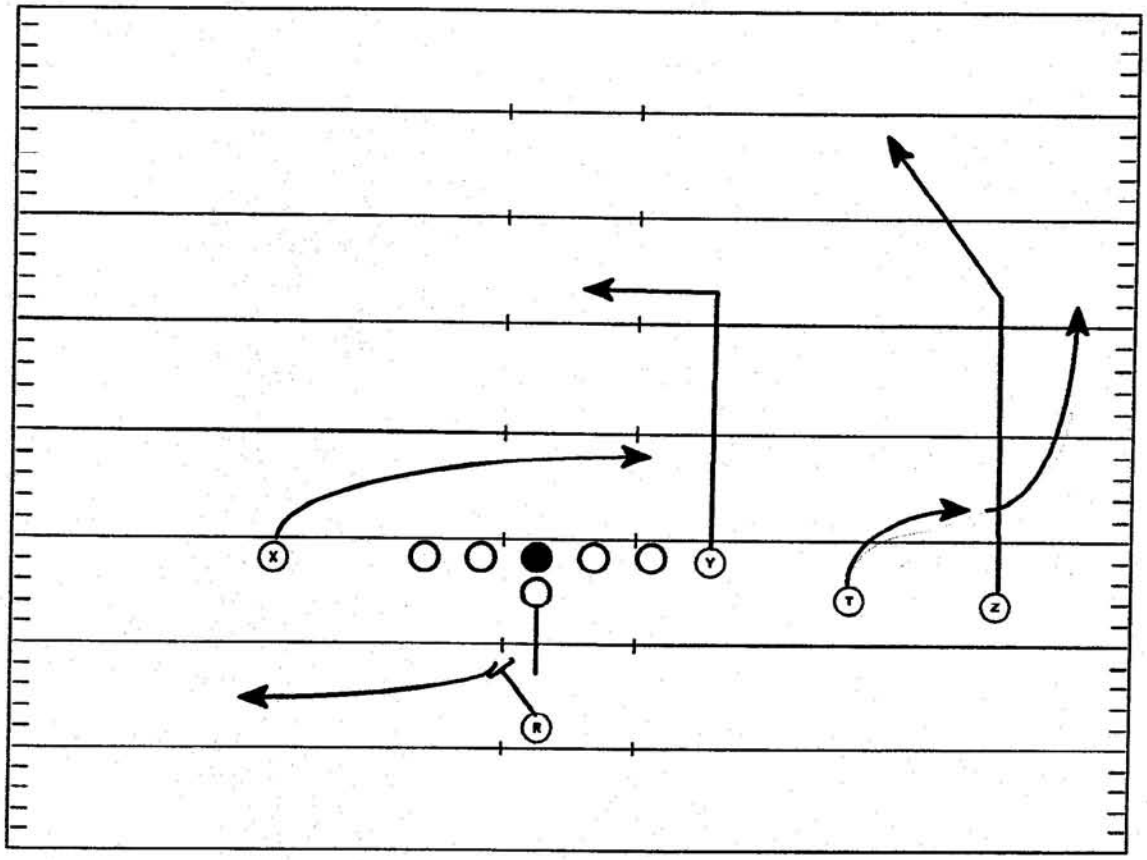
Z: Execute 12 yard Flag Route.

Y: Execute 12 yard In Route.

W: Minimal Plus Split Execute Drive Route.

R: Block Protection Rule: N/T Execute Cross Route.

0/1 WIDE 62/3 X DRIVE T WHEEL



QB: COACHING POINT: 5 TO 7 Step Drop - Base Progression Read of Y-X-R. Be alert to Z on Post -Vs- Quarters.

Progression: 1. Y 2. X 3. R

X: Execute Drive Route.

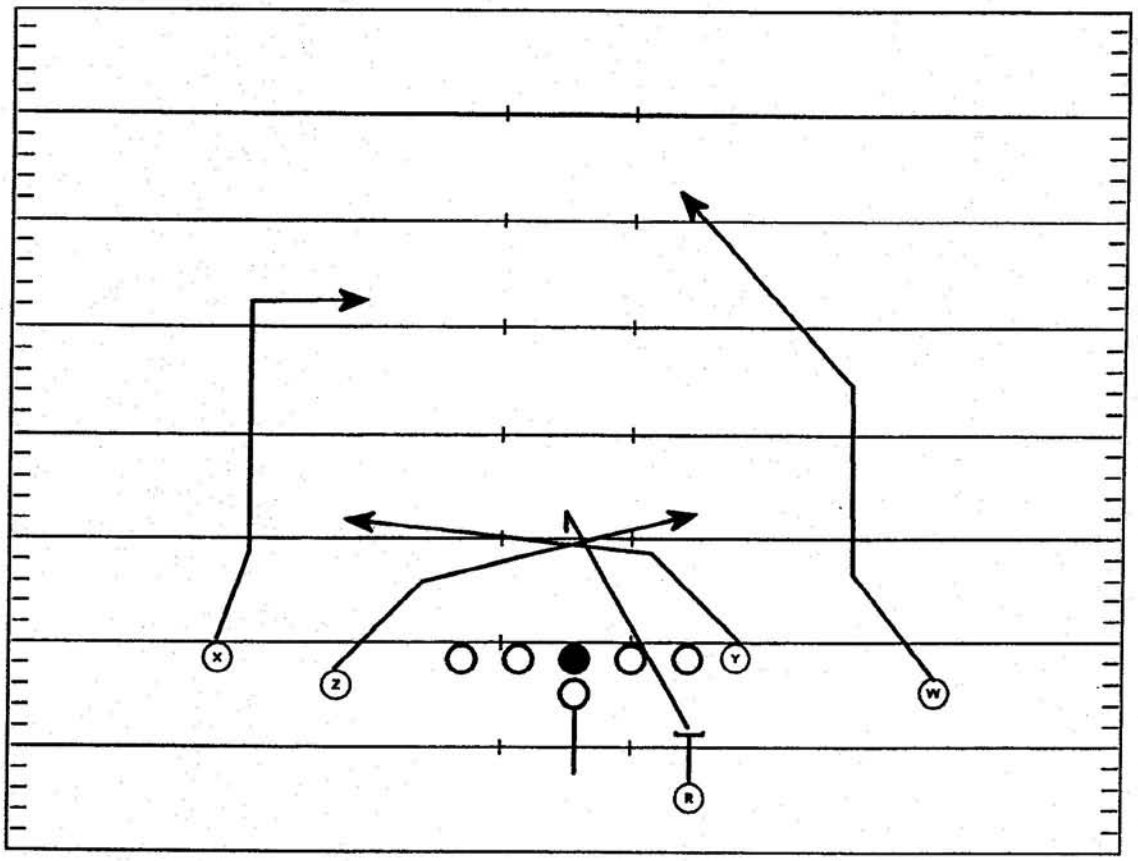
Z: Execute 12 yard Post Route - No Conversions.

Y: Execute 12 yard In Route.

T: Execute Wheel Route - Look Hot in the flag.

R: Block Protection Rule: N/T Execute Swing Route.

8/9 SLOT WIDE 76/7 Y/Z CROSS



QB: COACHING POINT: Controlled 7 Step Drop -Vs- Man Under Read the mesh of Z and Y. (Alert for W on Post -Vs- Single High FS Depth)

PROGRESSION: 1. Z/Y 2. X 3. R

X: Normal Split - Execute 16 yard In Route.

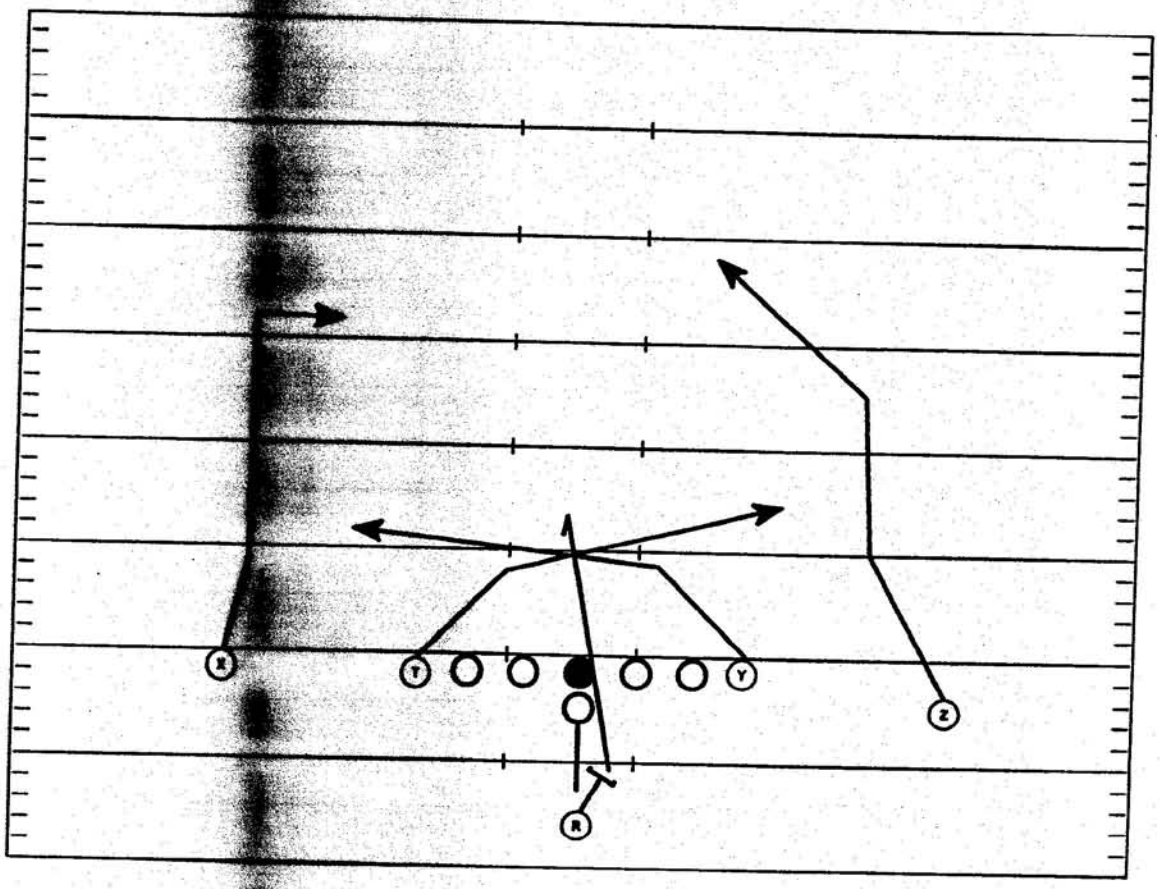
Z: Execute Cross Under Y, Build to 6 yards..

Y: Execute Cross Over Z at 6 yards.

W: Normal Split Execute Over Post

R: Block Protection Rule: N/T Execute Checkdown after the cross.

0/1 ON 74/5 Y/T CROSS



QB: COACHING POINT: Controlled 7 Step Drop -Vs- Man Under Read the mesh of T and Y. (Alert for Z on Post -Vs- Single High FS Depth)

PROGRESSION: 1. T/Y 2. X 3. R

X: Normal Split - Execute 16 yard In Route.

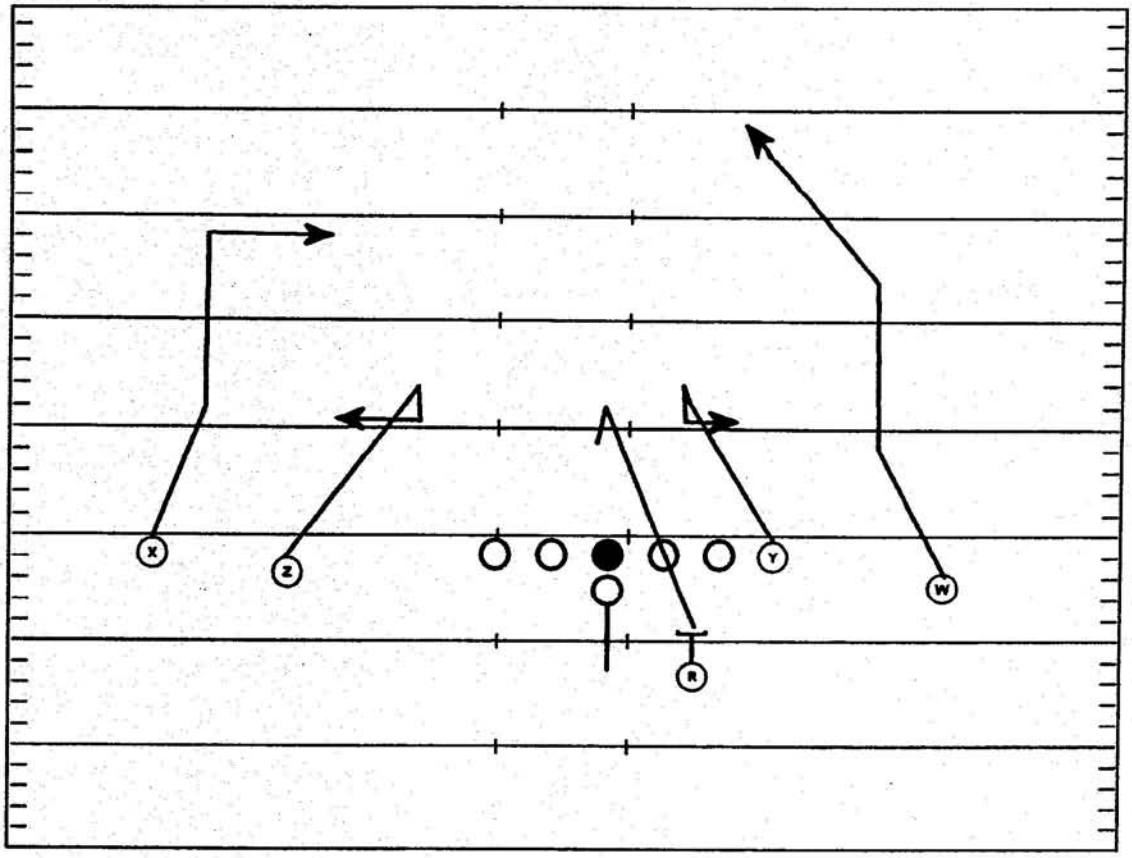
Z: Execute Over Post Route.

Y: Execute Cross Over T at 6 yards.

T: Execute Cross Under Y at 6 yards.

R: Block Protection Rule: N/T Execute Checkdown after the cross.

8/9 SLOT WIDE 76/7 Y/Z BREAK



QB: COACHING POINT: Controlled 7 Step Drop: Base Progression Read of Z/X - R/Y. (Alert to W -Vs- Single High FS Depth)

PROGRESSION: 1. Z/X 2. R 3. Y

X: Execute a 14 yard In Route.

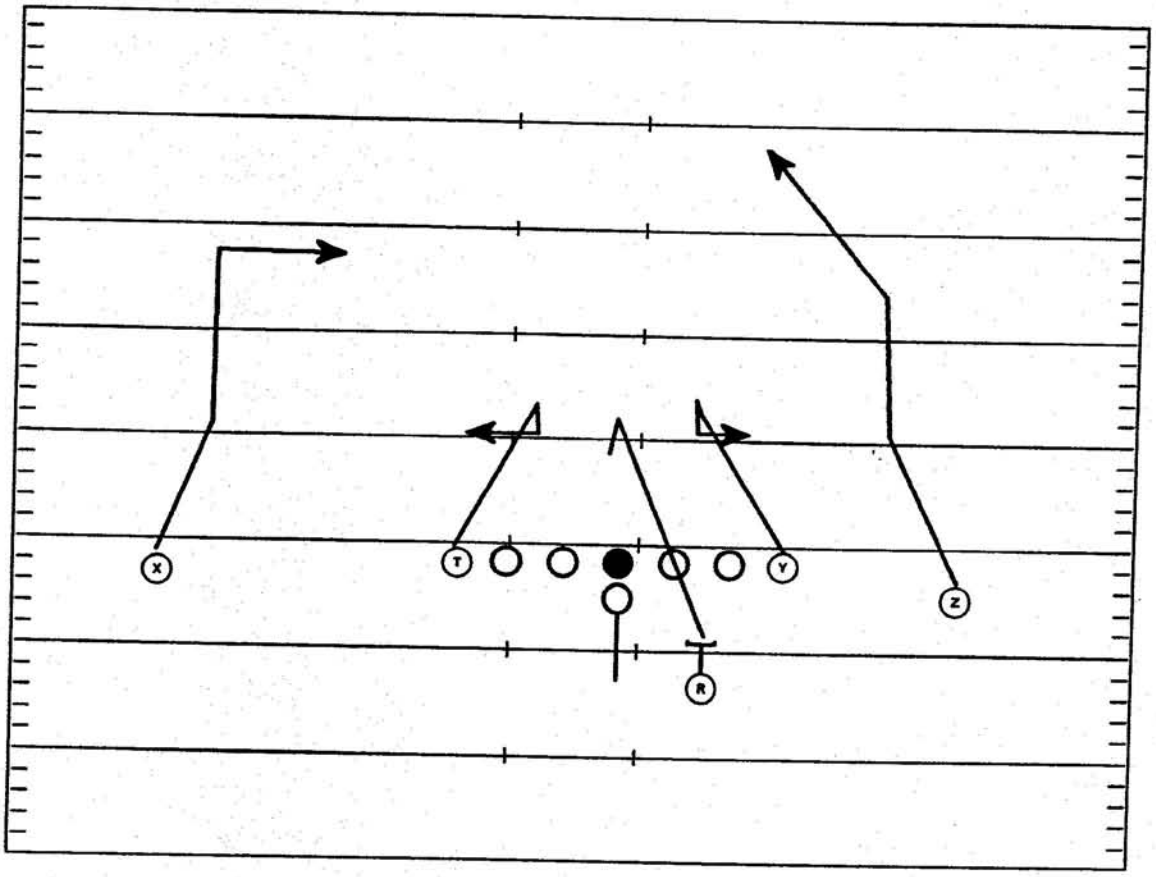
Z: Execute 6 yard Break Route.

Y: Execute 6 yard Break Route.

W: Execute Over Post Route.

R: Block Protection Rule: N/T Execute Checkdown Route.

0/1 ON 74/5 Y/T BREAK



QB: COACHING POINT: Controlled 7 Step Drop: Base Progression Read of T/X - R/Y. (Alert to Z -Vs- Single High FS Depth)

PROGRESSION: 1. T/X 2. R 3. Y

X: Execute a 16 yard In Route.

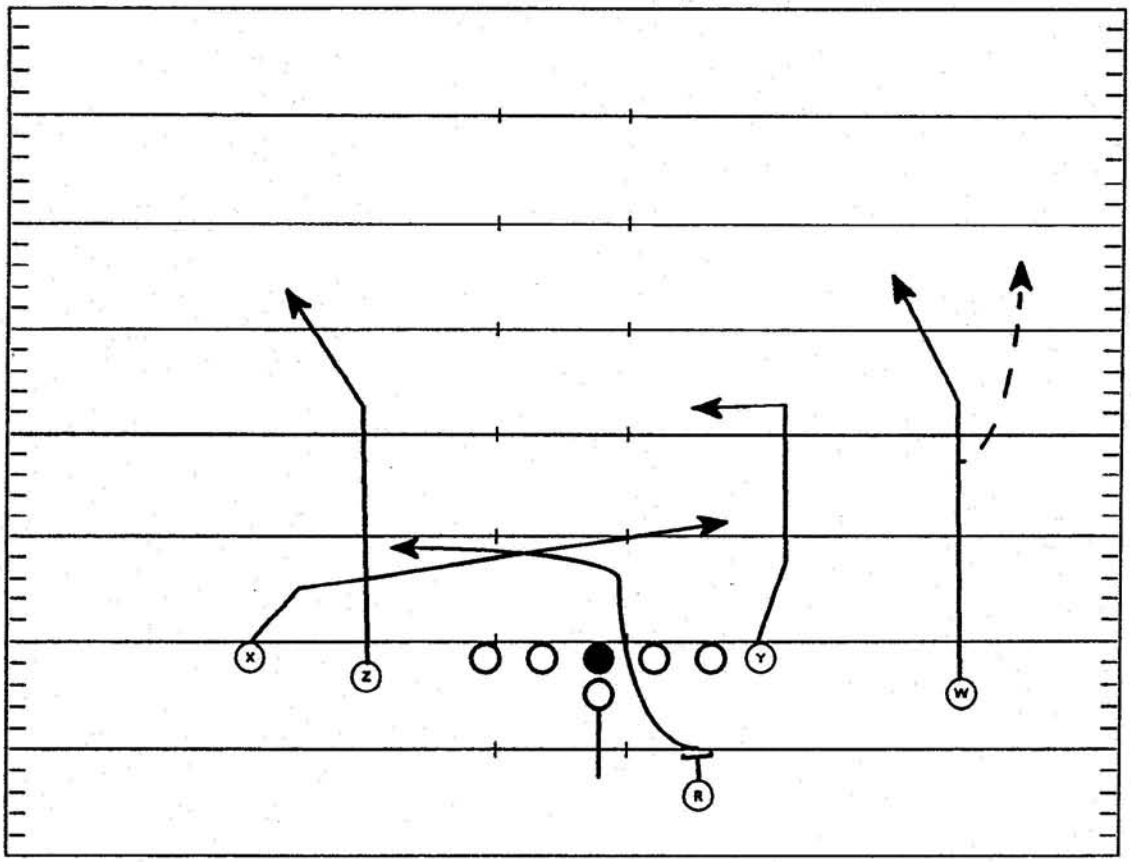
Z: Execute Over Post.

Y: Execute 6 yard Break Route.

T: Execute 6 yard Break Route.

R: Block Protection Rule: N/T Execute Checkdown Route.

8/9 SW 76/7 X DRIVE R CROSS



QB: COACHING POINT: 5-7 Step Drop. Base Progression Read of Y-X-R.
Alert to Z on flag -Vs- Single high Press on X.
Alert to W on Post -Vs- Quarters.

PROGRESSION: 1. Y 2. X 3. R

X: Normal Split to Boundary, Execute a Drive Route.

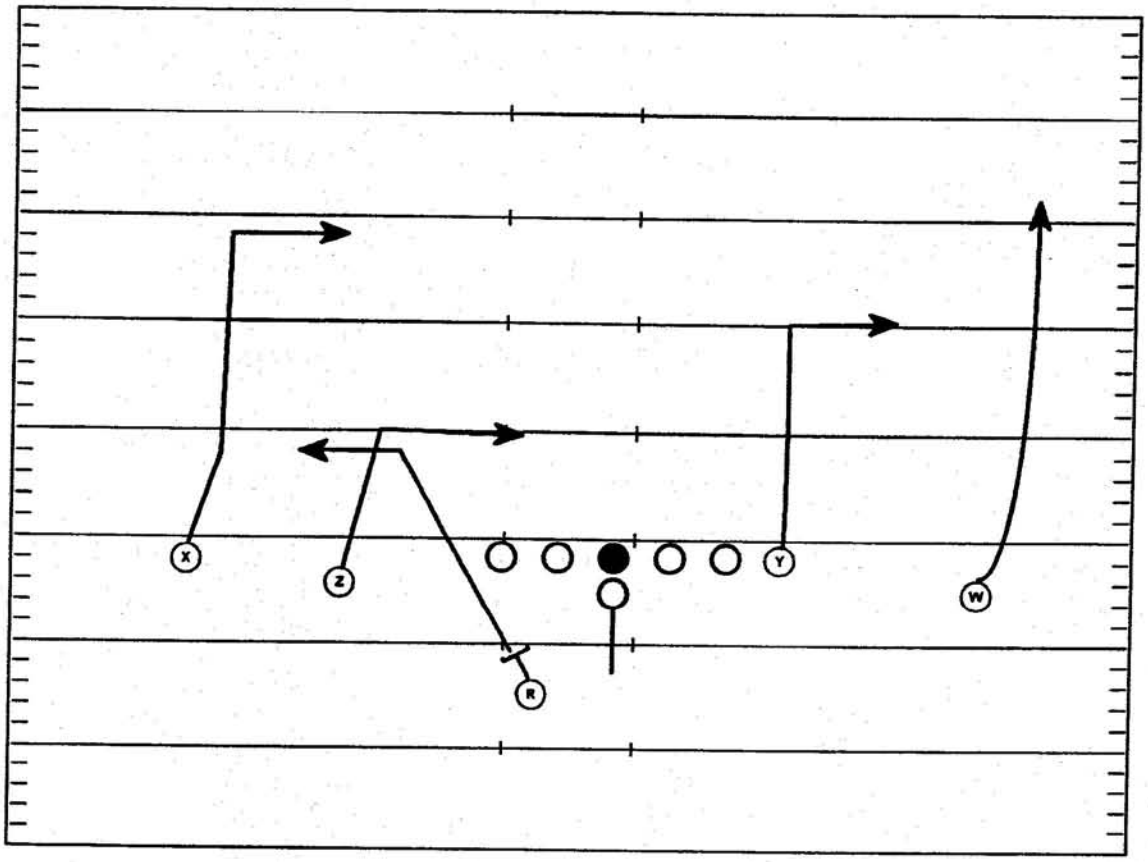
Z: Execute 12 yard Flag Route.

Y: Execute 12 yard In Route.

W: Execute a 12 yard post route. Normal Conversions.

R: Block Protection Rule: N/T Execute Cross Route.

2/3 SLOT WIDE 62/3 SEMI Y OUT X PLANE



QB: COACHING POINT: 5 Step Drop. Across the Board Read. Y-Z-X-R.

X: Execute 14 yard In Route.

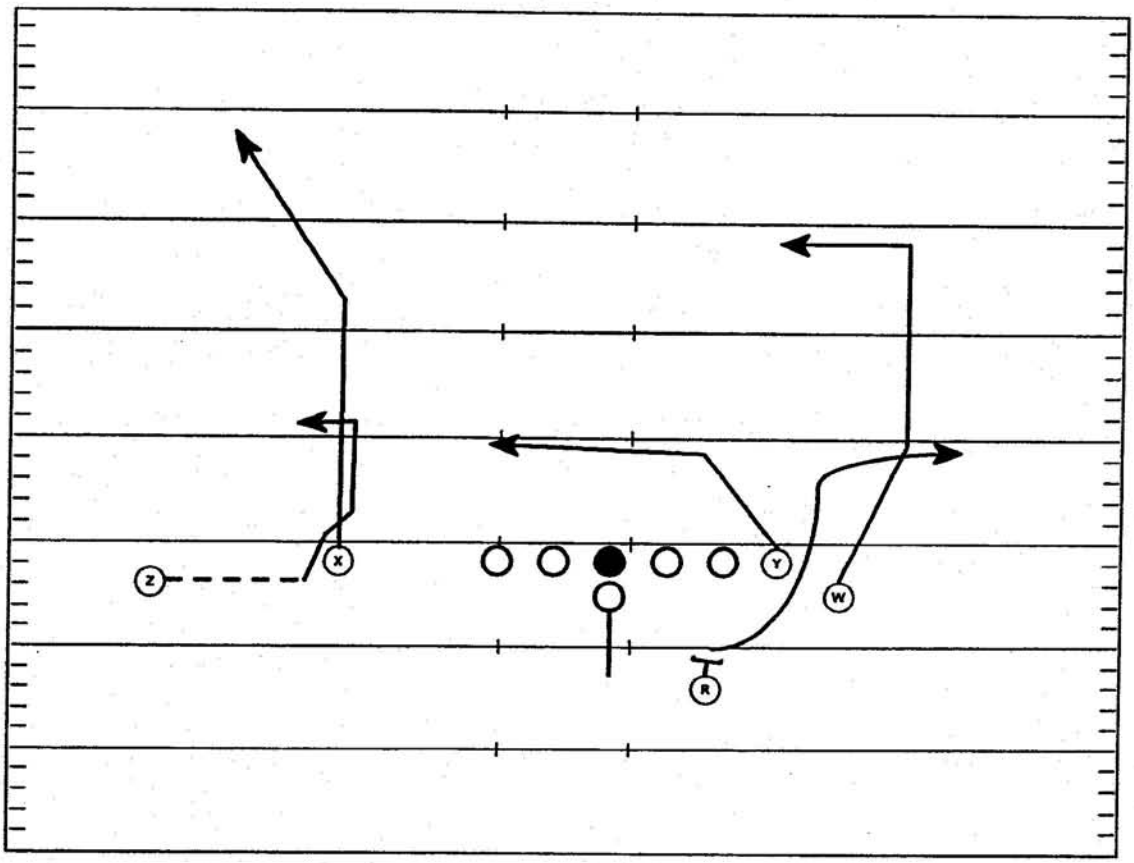
Z: Execute 5 yard In Route.

Y: Execute 10 yard Out Route.

W: Execute Outside Release Go Route.

R: Block Protection Rule: N/T Execute Flat Route.

0/1 - 8/9 TWINS CLOSE ZHMO 76/7 Z SMASH W PLANE



QB: COACHING POINT: 5 Step Drop: Across the Board Read of X-Z-Y-W.

X: Execute Flag Route.

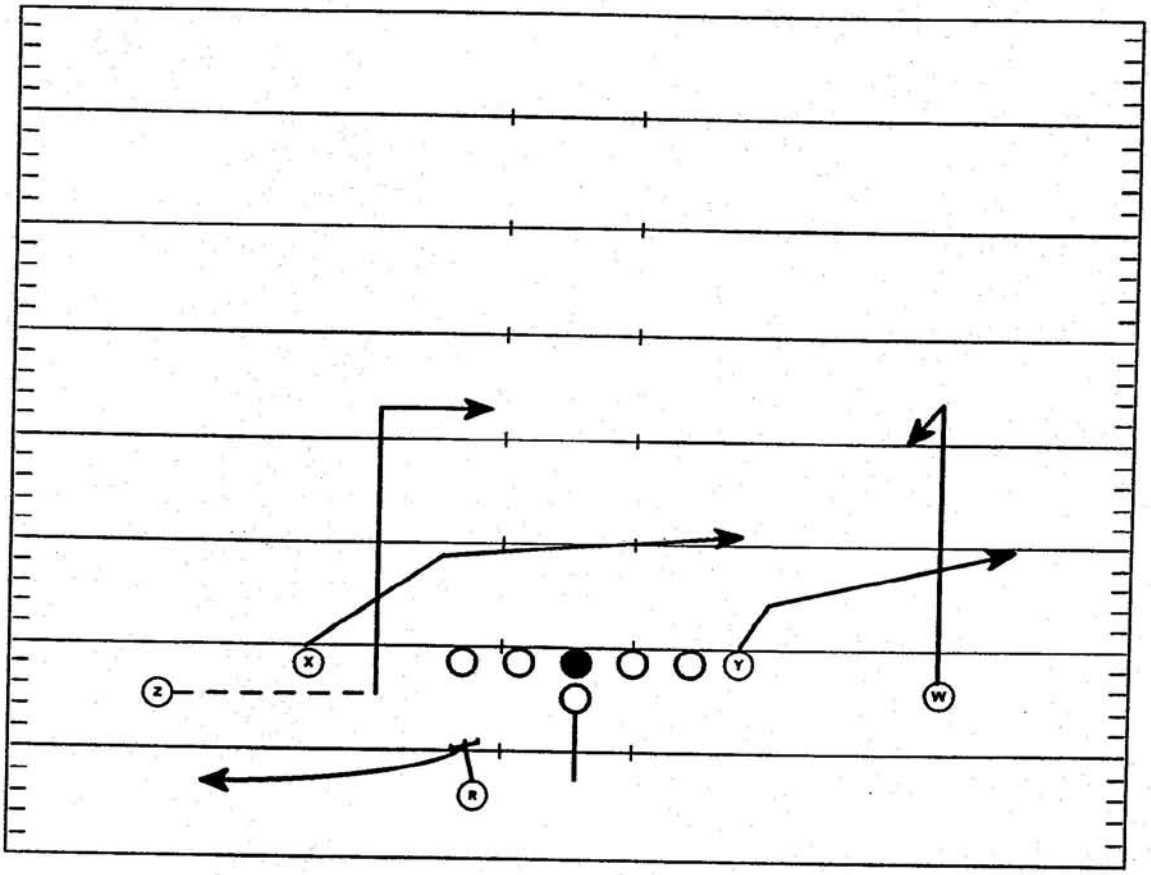
Z: Execute 6 yard Out Route.

Y: Execute 5 yard In Route.

W: Expand - Execute 14 yard In Route.

R: Block Protection Rule: N/T Execute Flat Route.

0/1 TWINS WIDE ZHM 62/3 SEMI X LEVEL



QB: COACHING POINT: 5 Step Drop. Base Progression Read of X-Z-R.
VS- Cover 3 - Come back to Semi Curl W-Y.

X: Execute Level Route.

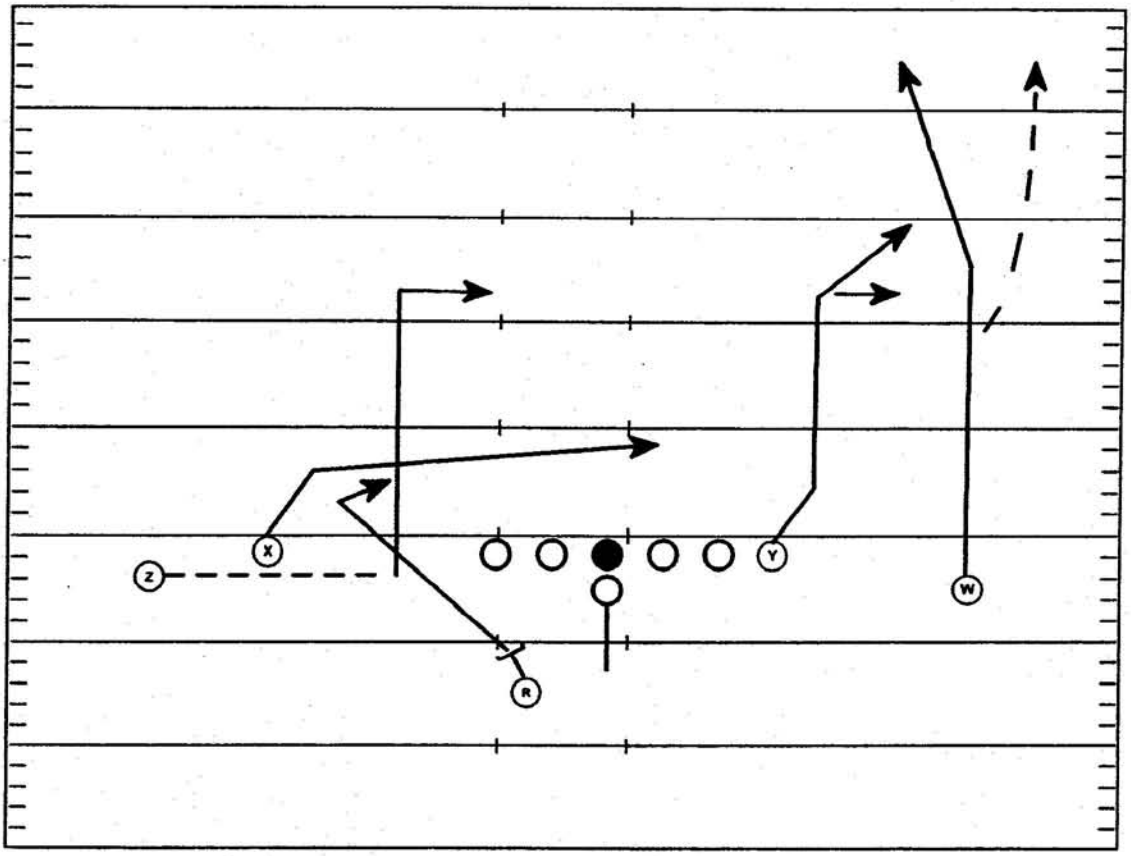
Z: Execute 12 yard In Route.

Y: Execute Diagonal Route.

W: Execute Semi Curl.

R: Block Protection Rule: N/T Execute Swing Route.

2/3 TWINS WIDE ZHMO 62/3 SEMI Y SAIL R TRAIL



QB: COACHING POINT: 5 Step Drop Across the Board Read. Y-X-Z-R. Alert W on Post -vs- Quarters.

X: Execute Level Route.

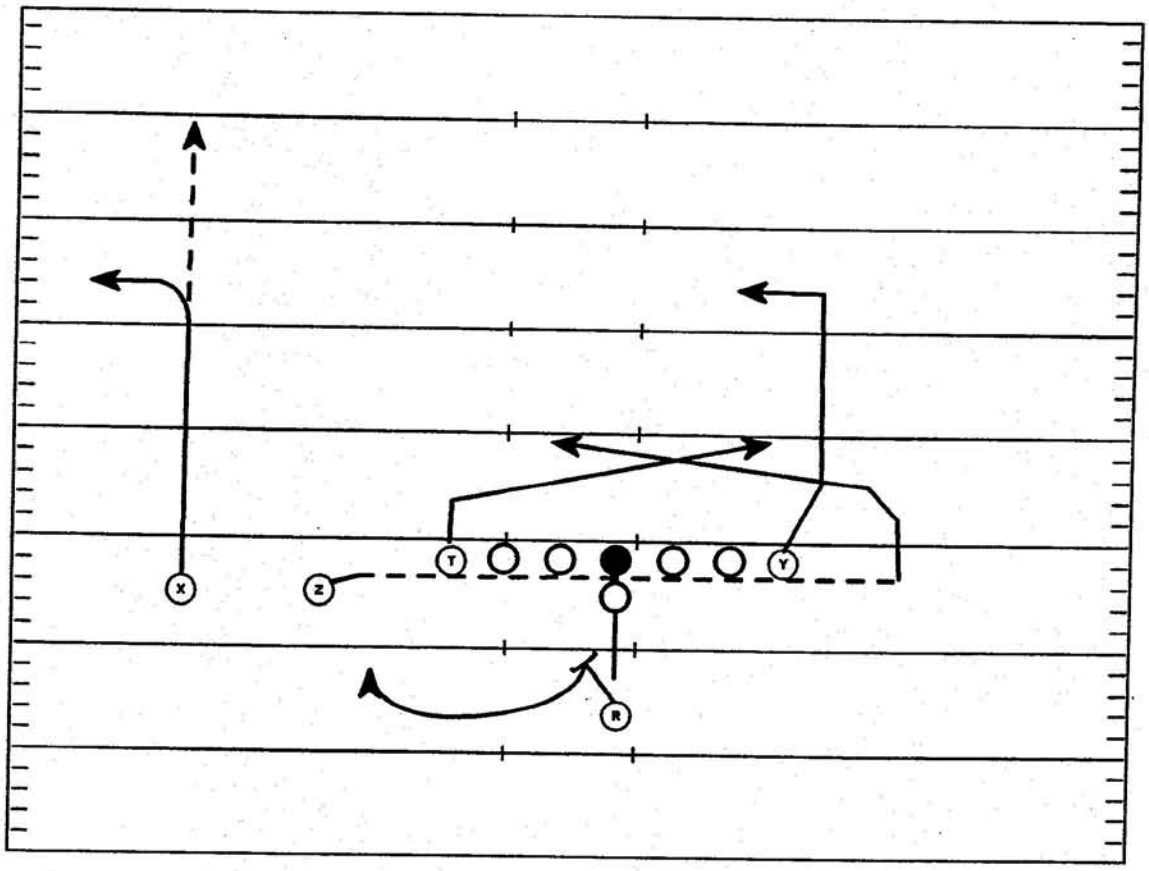
Z: Execute 12 yard In Route.

Y: Execute Sail Route.

W: Execute Sail Post.

R: Block Protection Rule: N/T Execute Trail Route.

0/1 ON SLOT ZMO 62/3 X READ Z LEVEL T CROSS



QB: COACHING POINT: 5-7 Step drop. -Vs- Cover 2 eliminate X and work Z/T to Y. -Vs- Man Under Read the Mesh of Z & T.

X: Execute Semi Route.

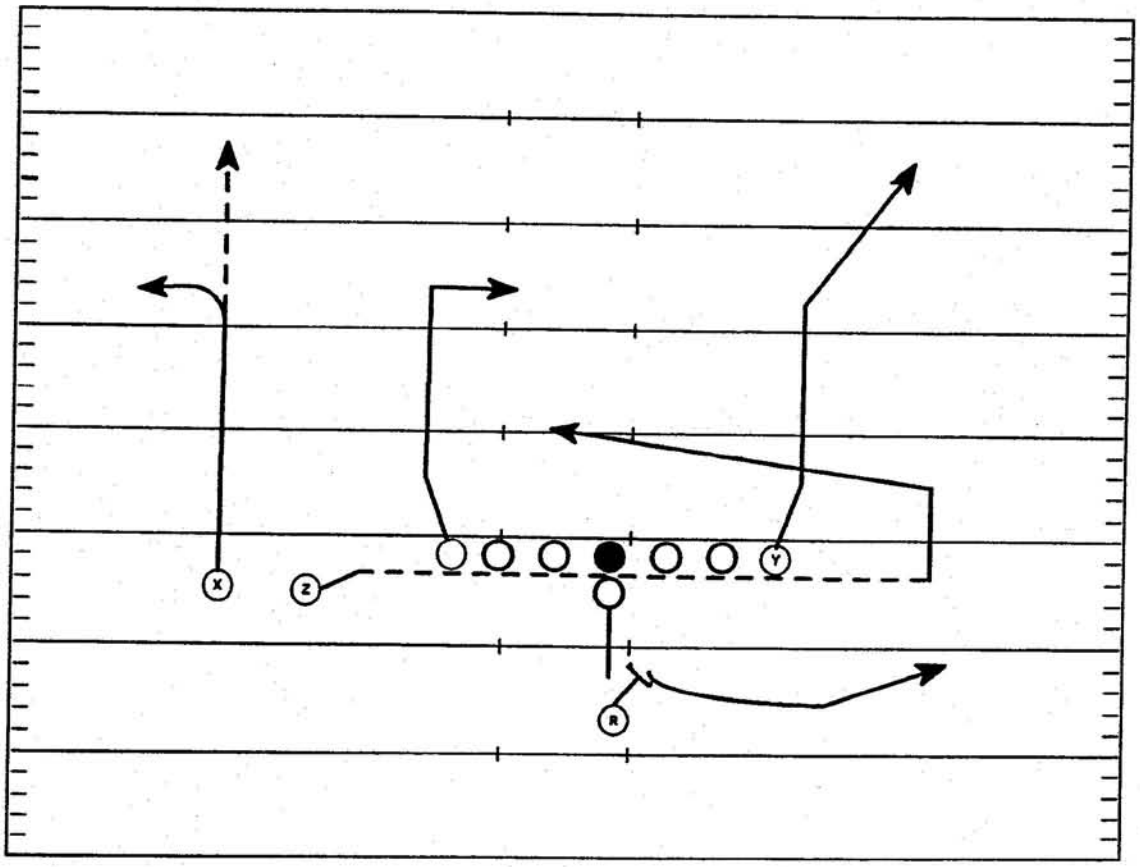
Z: Execute Level Route.

Y: Execute 12 yard In Route.

T: Execute Cross Route.

R: Block Protection Rule: N/T Execute M Route.

0/1 ON SLOT ZMO 74/5 X READ Z DRIVE



QB: COACHING POINT: 5-7 Stp Drop -Vs- Cover 2 eliminate X and work T-Z-R.
Be Alert to Y on Flag -Vs- Press man on Z.
PROGRESSION: 1. X 2. T 3. Z 4. R

X: Execute Semi Route.

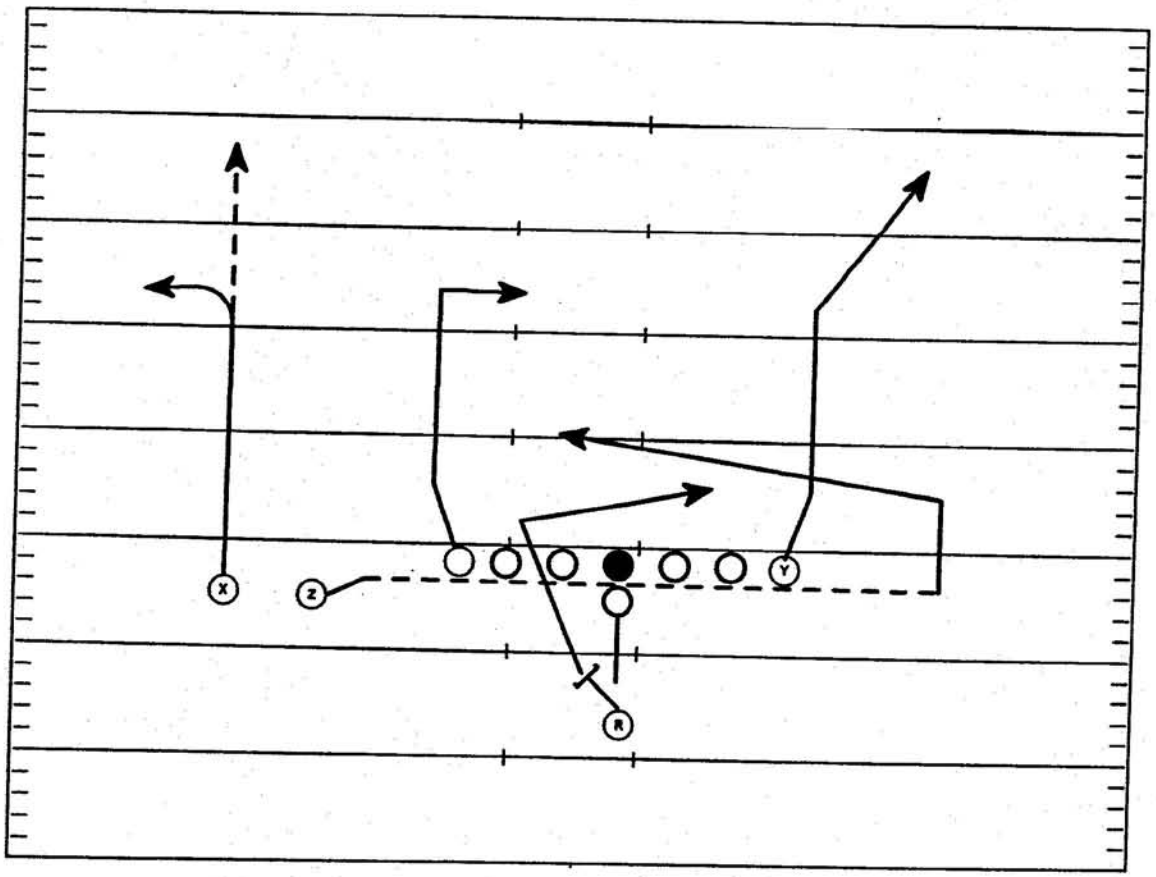
Z: Execute Drive Route.

Y: Execute Flag Route.

T: Execute 12 yard In Route.

R: Block Protection Rule: N/T Execute Swing Route.

0/1 ON SLOT ZMO 62/3 X READ Z DRIVE R CROSS



QB: COACHING POINT: 5-7 Stp Drop -Vs- Cover 2 eliminate X and work T-Z-R.
Be Alert to Y on Flag -Vs- Press man on Z.
PROGRESSION: 1. X 2. T 3. Z 4. R

X: Execute Semi Route.

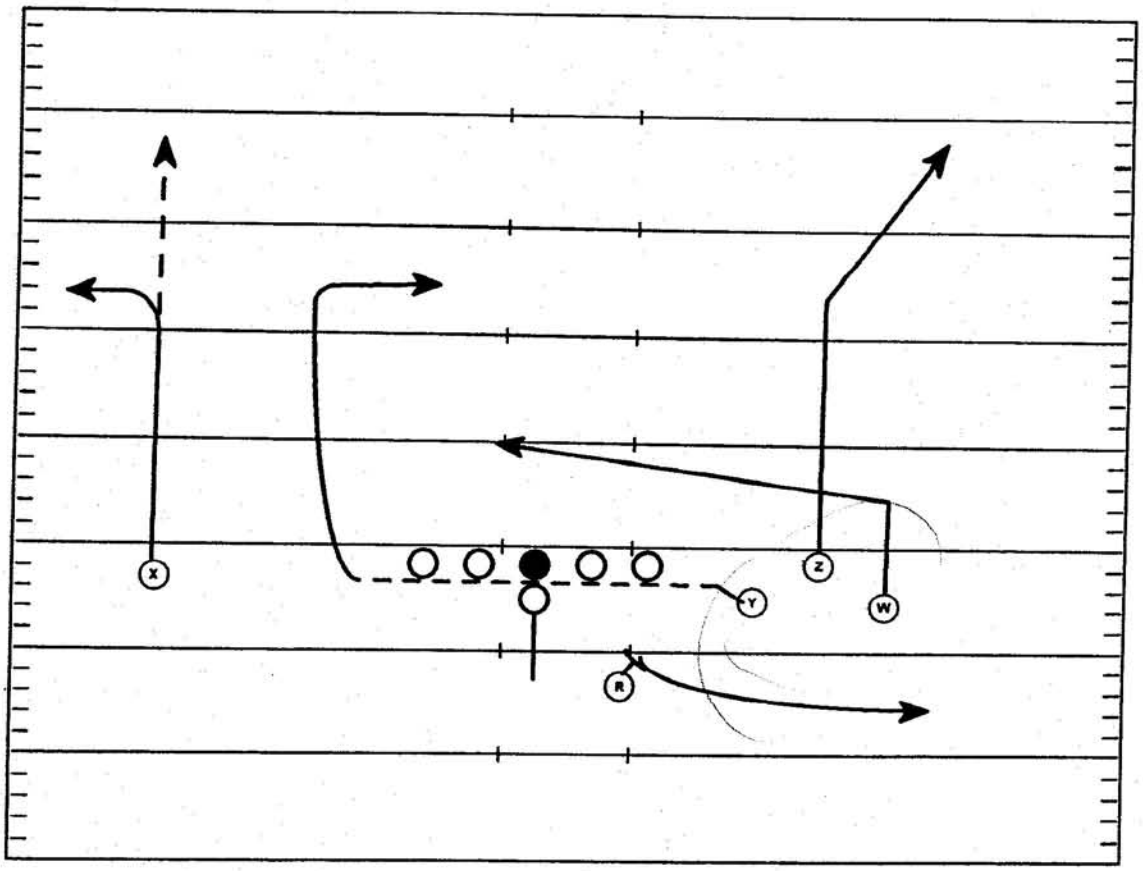
Z: Execute Drive Route.

Y: Execute Flag Route.

T: Execute 12 yard In Route.

R: Block Protection Rule: N/T Execute Swing Route.

FLOOD RT/LT BNCH STRONG Y FLY - 62/3 X READ W DRIVE



QB: COACHING POINT: 5 to 7 step Drop. Must be ready to hit 5th step and throw the semi to X. -Vs- Cover 2 eliminate X. Be Alert for press technique over W to possibility of Z on flag.

X: Execute Read Route.

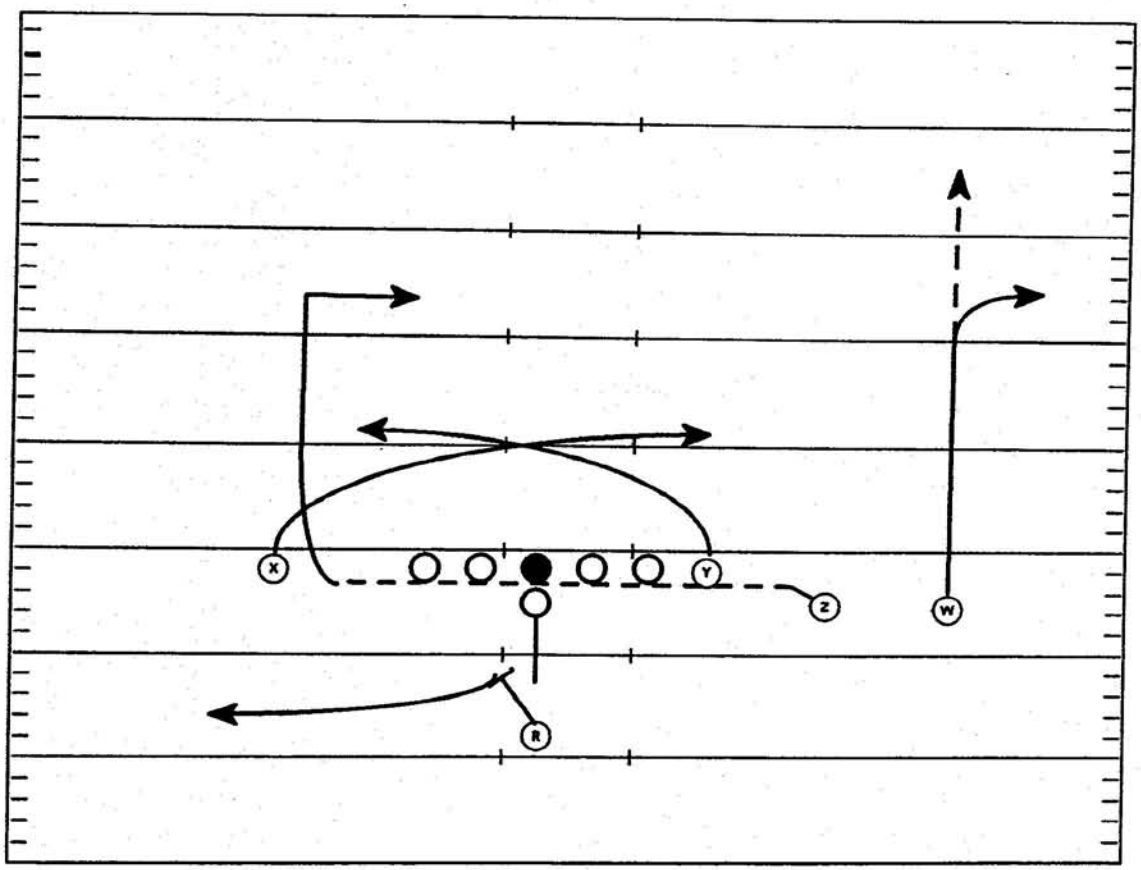
Z: Execute 12 yard Flag Route.

Y: Execute 12 yard In Route.

W: Execute Drive Route.

R: Block Protection Rule: N/T Execute Swing Route.

2/3 WIDER Z FLY - 62/3 W READ Y/X CROSS



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to hit your 5th step and throw Semi to W. -Vs- Cover 2 eliminate W - Read Y-X- to -Z.

X: Execute Cross Route.

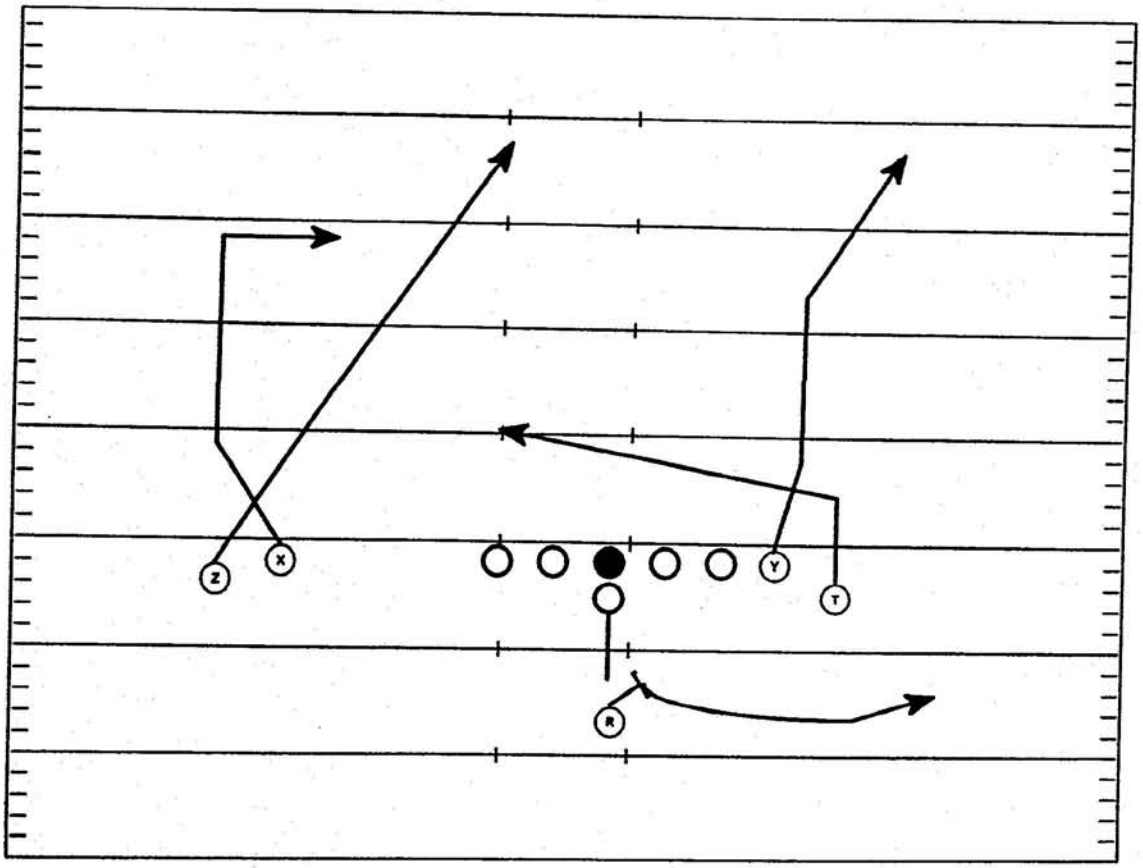
Z: Execute 12 yard In Route.

Y: Execute Cross Route.

W: Execute Read Route.

R: Block Protection Rule: N/T Execute Swing Route.

0/1 FLOOD TWINS 74/5 T DRIVE X PIN



QB: COACHING POINT: 7 Step Drop. Base Progression of Z-X-T. Alert Y on -Vs- 1 SS Free.

X: Expand - Execute 14 yard In Route.

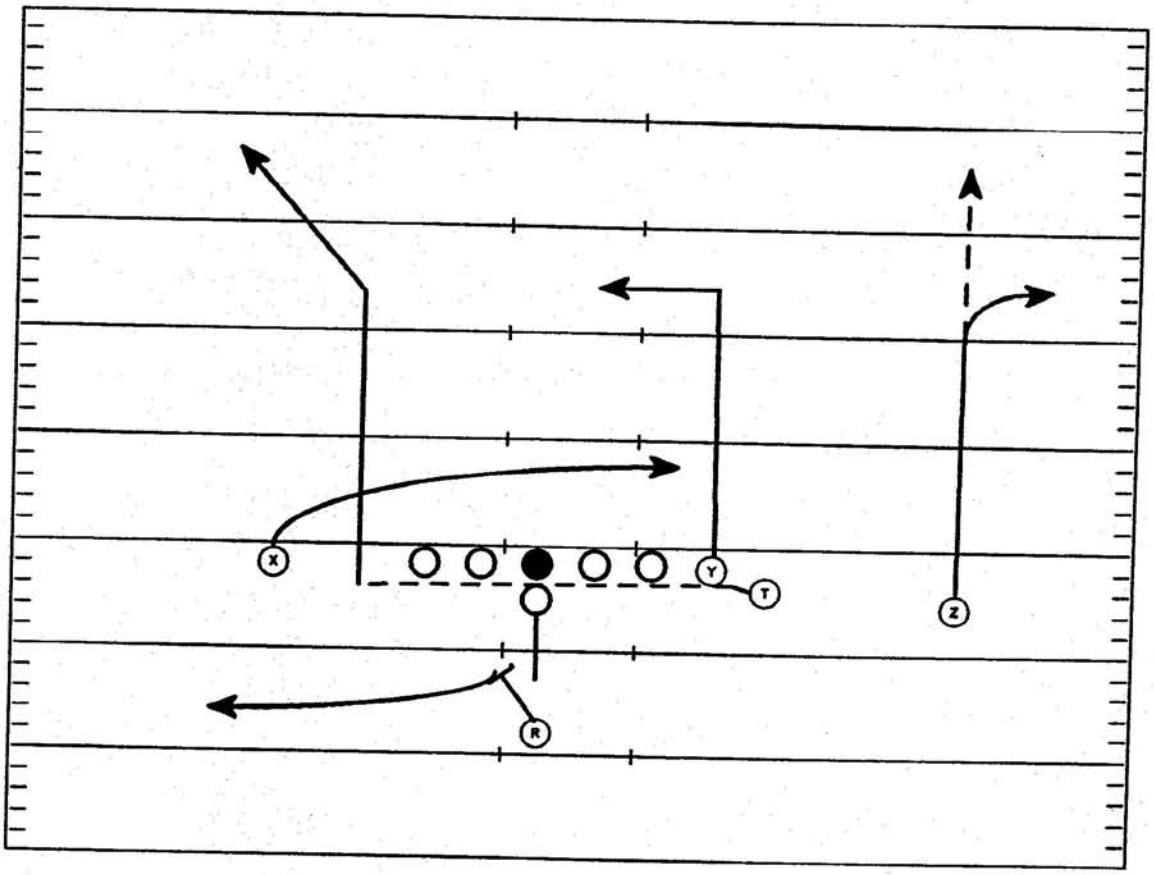
Z: Execute Inside Post Route.

Y: Execute 12 yard Flag Route.

T: Execute Drive Route.

R: Block Protection Rule: N/T Execute Swing Route.

0/1 FLOOD TFLY - 62/3 Z READ X DRIVE



QB: COACHING POINT: 5 to 7 Step Drop.Must be ready to hit your 5th step and throw Semi to Z. -Vs- Cover 2 eliminate Z - Read X-Y.

X: Execute Drive Route.

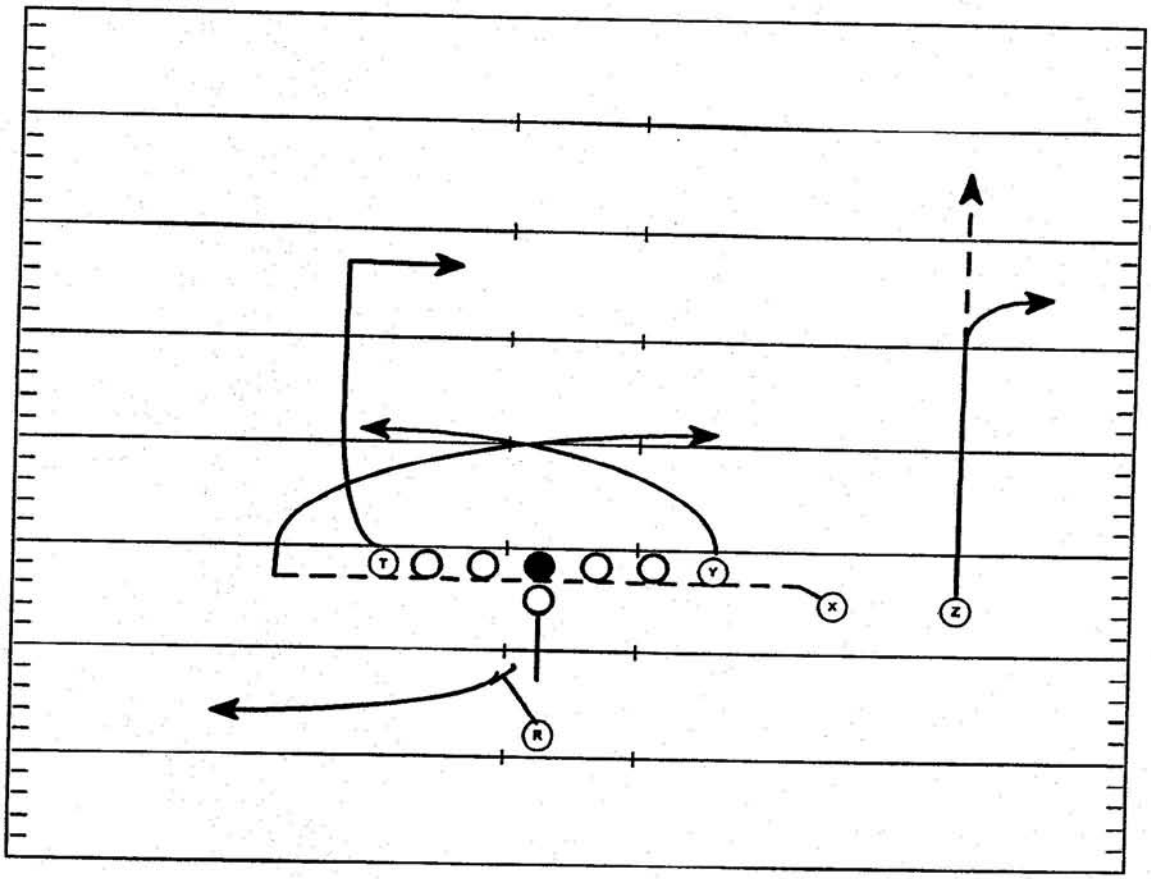
Z: Execute Read Route.

Y: Execute 12 yard In Route.

T: Execute 12 yard Flag Route.

R: Block Protection Rule: N/T Execute Swing Route.

X FLY 0/1 ON 62/3 Z READ Y/X CROSS



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to hit your 5th step and throw Semi to Z. -Vs- Cover 2 eliminate Z - Read X-Y to -T.

X: Execute Cross Route - Under Y.

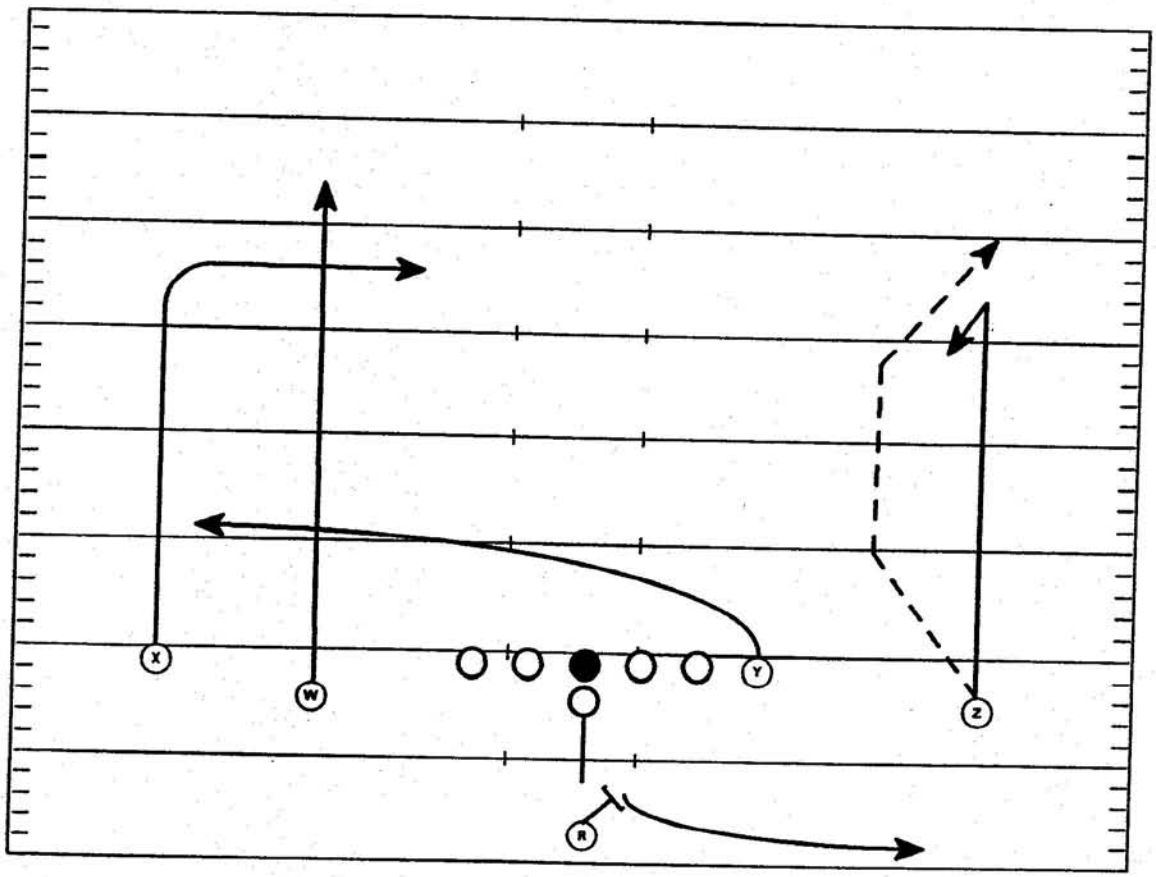
Z: Execute Read Route.

Y: Execute Cross Route - Over X.

T: Execute 12 yard In Route.

R: Block Protection Rule: N/T Execute Swing Route.

0/1 OUT 76/7 X PIN



QB: COACHING POINT: 7 Step Drop. Base Progression of X-Y-R. Alert to Z One on One.

X: Execute 18 yard In Route.

Z: Execute 16 yard Curl Route - Normal Conversions.

Y: Execute Drag Route.

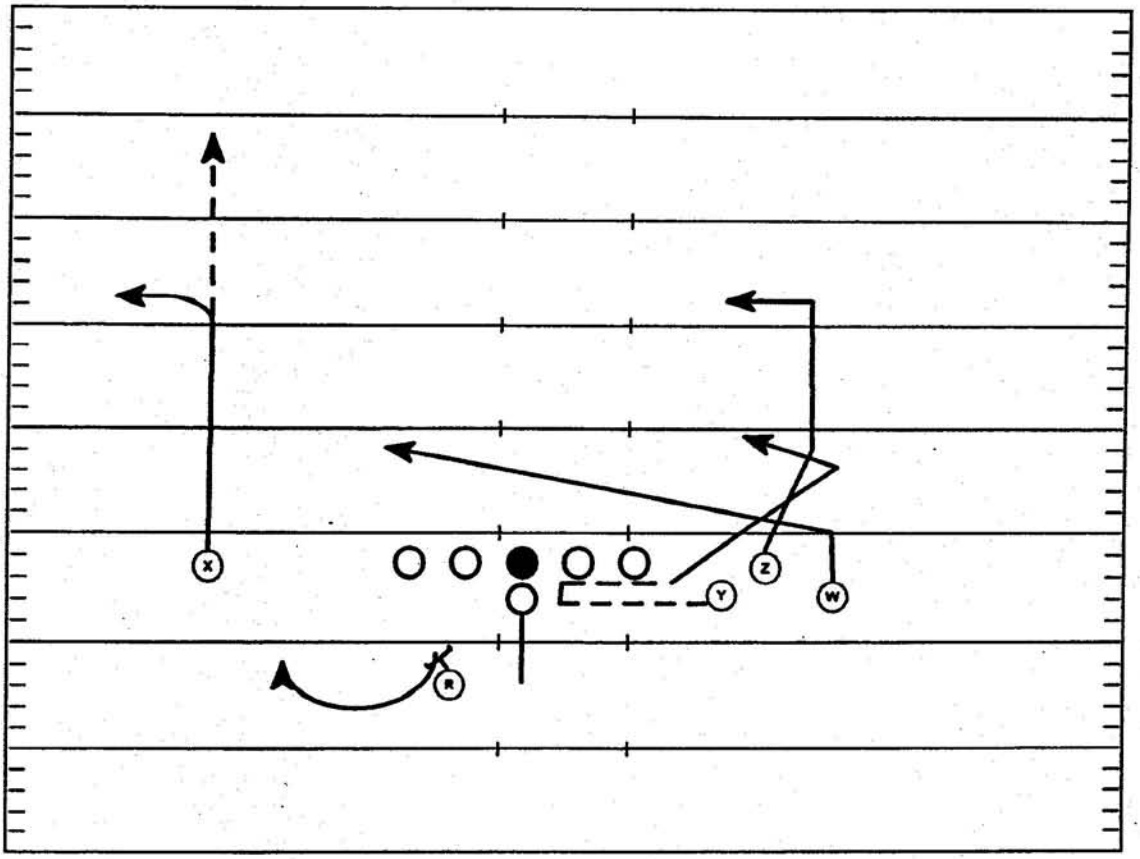
W: Execute Seam Route.

R: Block Protection Rule: N/T Execute Swing Route.

BUNCH

62/3 X READ Y/W TRAIL
62/3 X READ Z CHOICE
62/3 Y/X CROSS
62/3 Z/X CROSS
62/3 W LEVEL X CROSS
62/3 Y LEVEL W CROSS
62/3 W READ Z DRIVE X POST (DIG)
62/3 W DRIVE Z DIG
62/3 W DRIVE Z TOPPER
62/3 X POST Y FLAG
62/3 SEMI Y DODGE
80/1 X CHOICE Z HOOK
80/1 W READ X TRIPLE
80/1 X POST Z FLAG
80/1 X OUT - GO

FLOOD RT/LT BUNCH 62/3 X READ Y TRAIL
CAB RT/LT BUNCH 62/3 X READ W TRAIL



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to Hit your 5th step and throw the semi to X. -Vs- Cover 2 eliminate X read W-Z-Y.

X: Execute a Read Route.

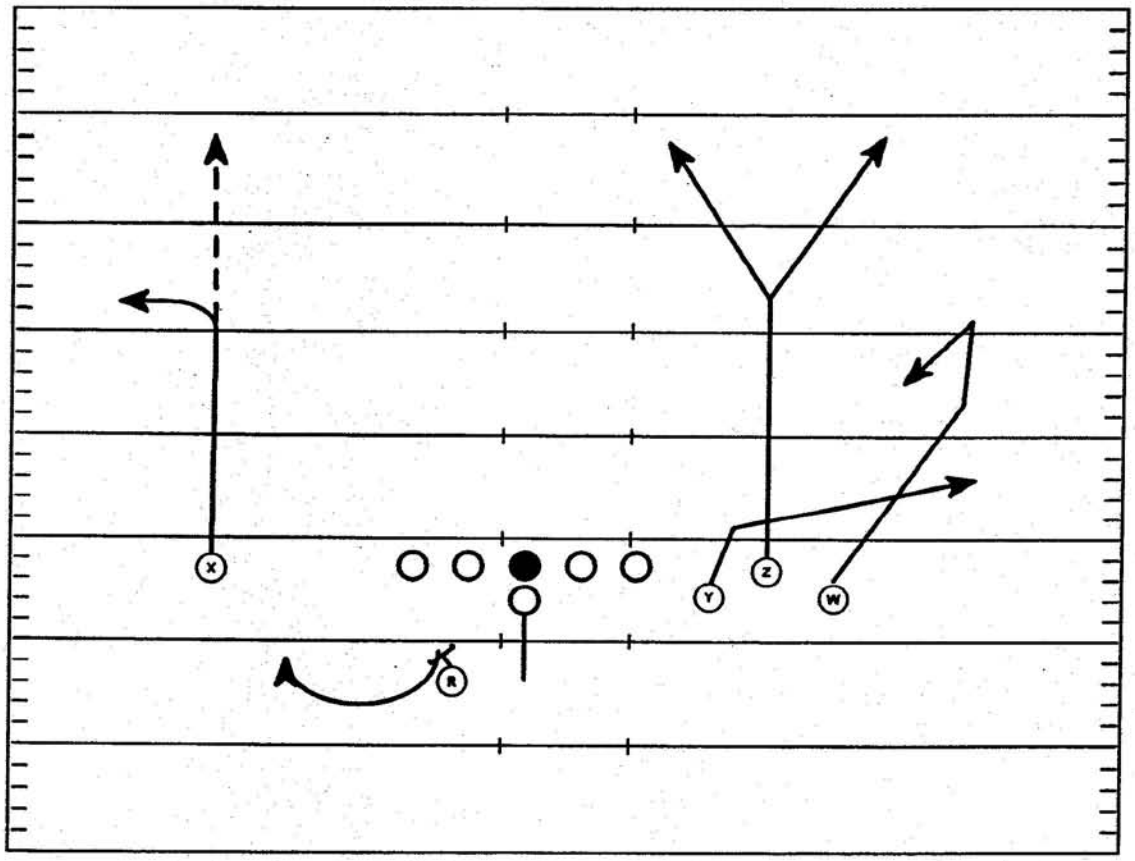
Z: Expand, Execute 12 yard In Route.

Y: Execute Trail Route.

W: Execute Level Route.

R: Block Protection - N/T - Execute M Route.

FLOOD RT/LT BUNCH 62/3 X READ Z CHOICE



QB: COACHING POINT: 5 to 7 Step Drop. Vs: Cover 2 - eliminate X and work Z-W-Y. Built in Hot to "Y".

X: Execute a Read Route.

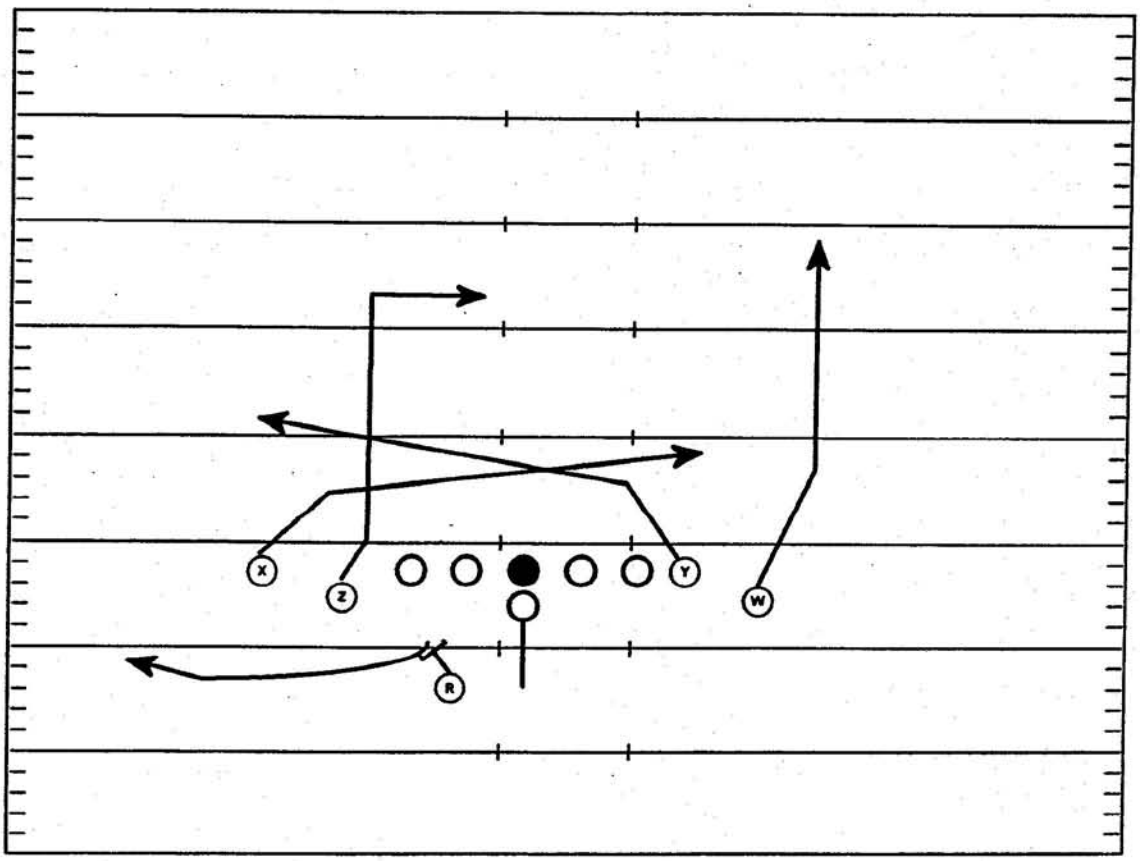
Z: Execute Choice Route.

Y: Execute Diagonal Route.

W: Expand Execute 10 yard Curl.

R: Block Protection - N/T - Execute M Route.

0/1 SLOT WIDE BUNCH 62/3 Y/X CROSS



QB: COACHING POINT:Controlled 7 Step Drop. Vs- Man Coverage key the mesh of X-Y to Z.

X: Execute a Cross Route.

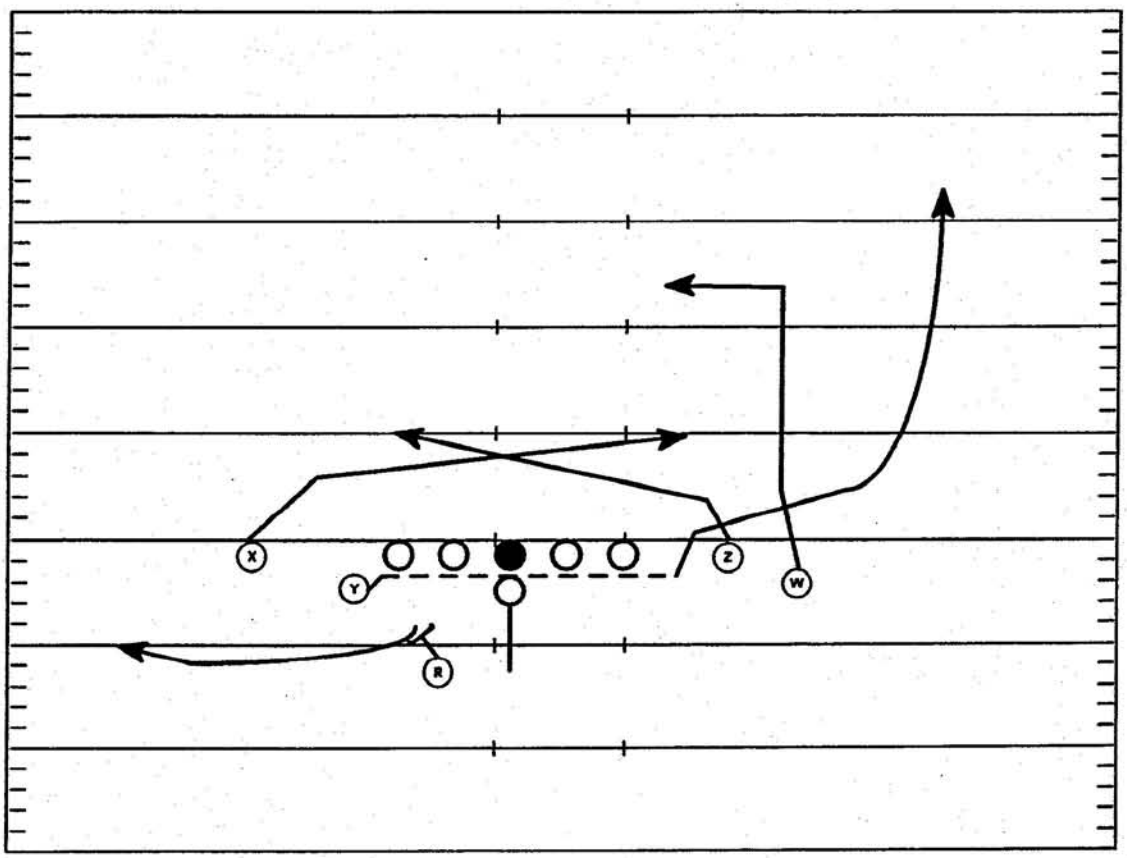
Z: Execute 12 In Route.

Y: Execute Cross Route.

W: Execute Fade Route.

R: Block Protection - N/T - Execute a Swing Route.

YMO TO FLOOD RT/LTBUNCH 2/3 Z/X CROSS



QB: COACHING POINT: 7 Step Drop - Base Progression Read of 1. X/Z 2. W

X: Execute a Cross Route.

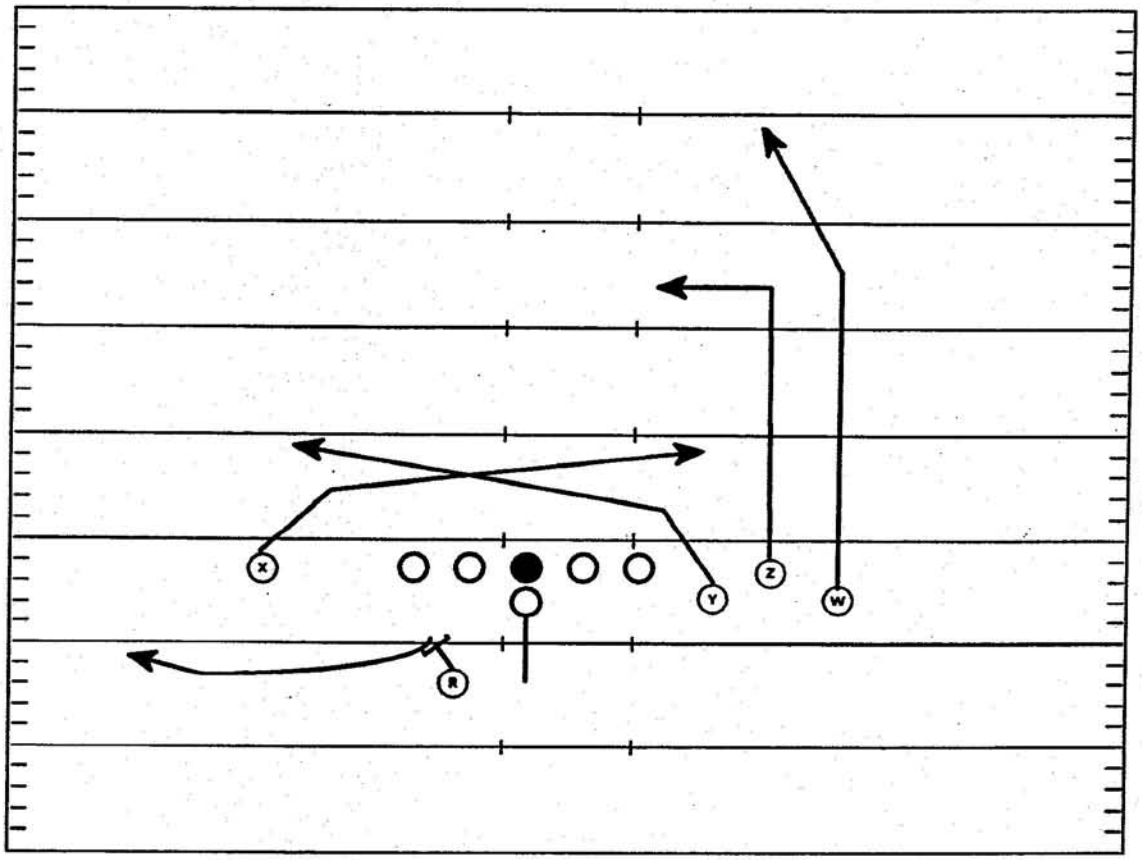
Z: Execute a Cross Route.

Y: Execute Flat Wheel Route - Look for the ball in Flat .

W: Execute 12 yard In Route.

R: Block Protection - N/T - Execute a Swing Route.

FLOOD RT/LT BUNCH 62/3 Y/X CROSS



QB: COACHING POINT:Controlled 7 Step Drop. Vs- Man Coverage key the mesh of X-Y to Z. Alert W Vs: Quarters.

X: Execute a Cross Route.

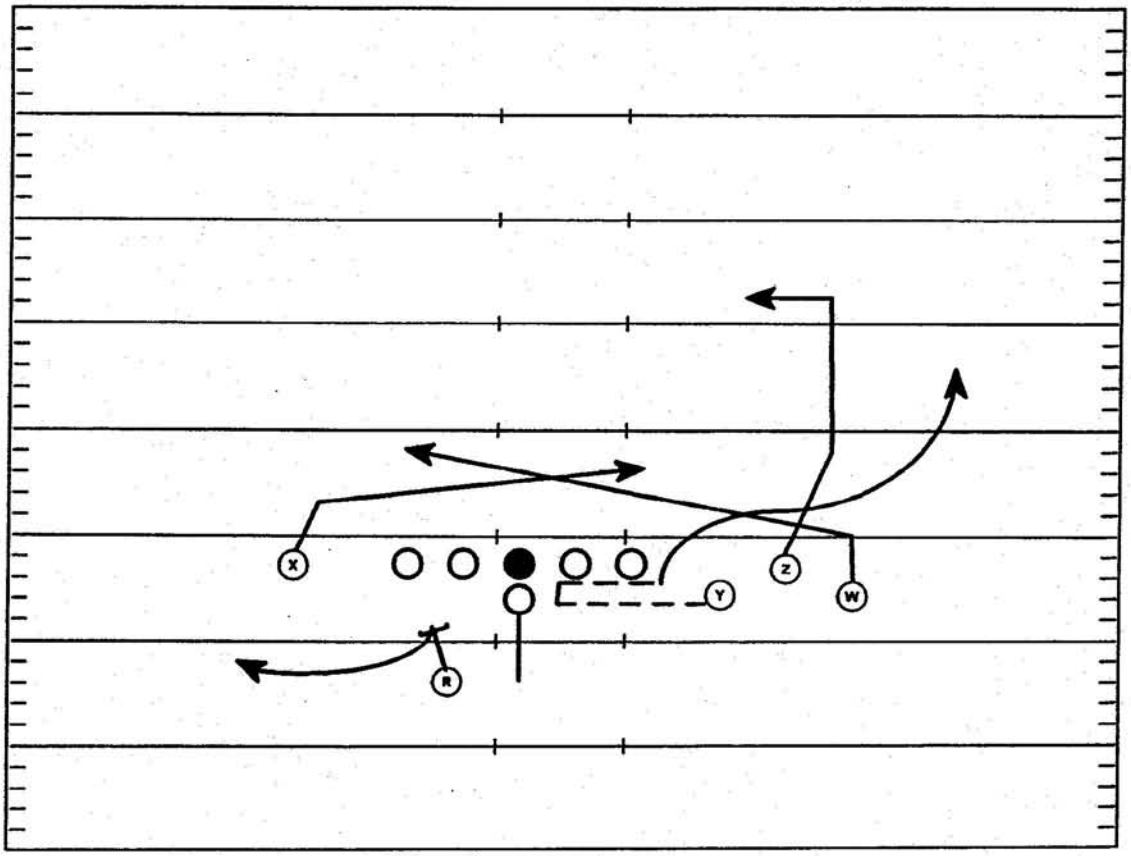
Z: Execute 12 In Route.

Y: Execute Cross Route.

W: Execute 12 yard Post.

R: Block Protection - N/T - Execute a Swing Route.

FLOOD RT/LT BUNCH Y PEEL 62/3 W LEVEL X CROSS



QB: COACHING POINT: 7 Step Drop - Shorten up Footwork -Vs- Man Coverage.

PROGRESSION: 1. X/W 2. Z 3. R (Built In Hot to Y)

X: Execute a Crossing Route Underneath W. Create a tight mesh on cross and gain depth.

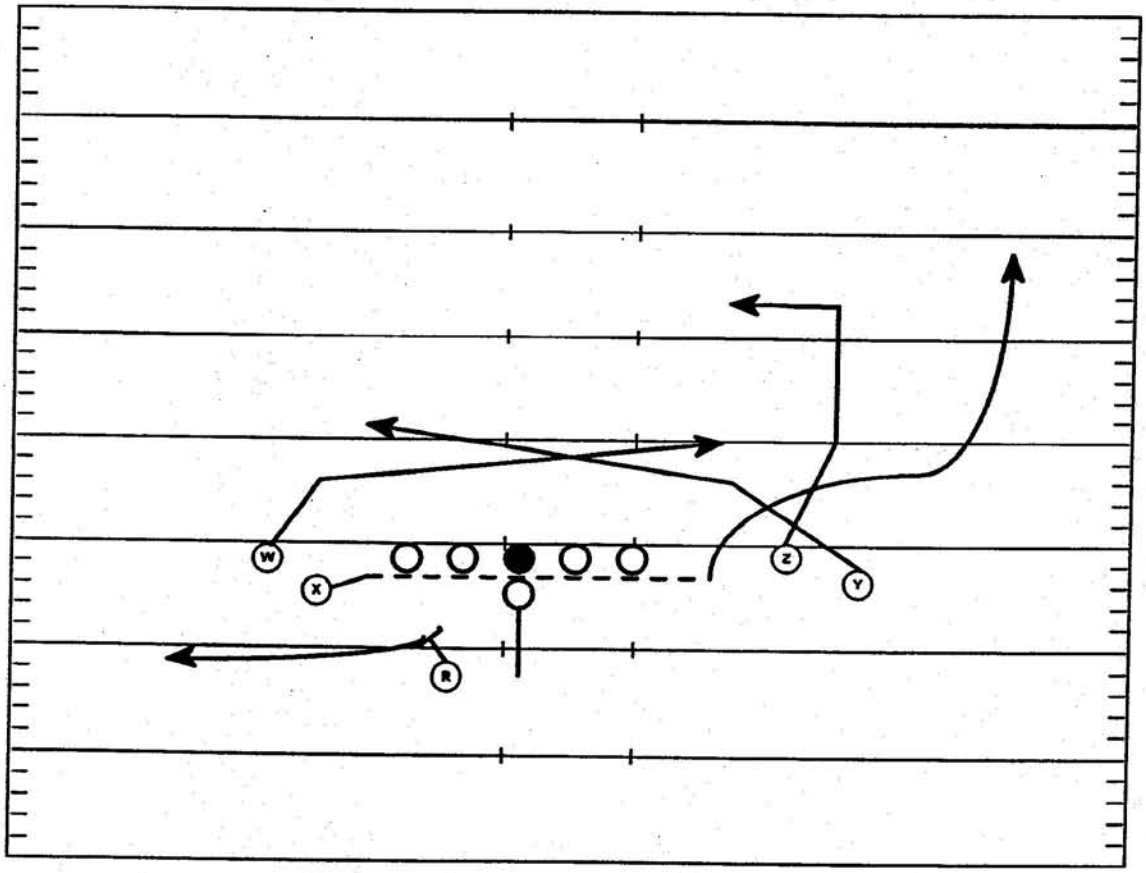
Z: Expand Execute 12 yard In Route.

Y: Execute Diagonal Route, Look Hot, if you don't get the ball Wheel.

W: Execute Level Route, Tight Mesh over X.

R: Block Protection - N/T - Execute a Swing.

XMO TO TAXI RT/LT BUNCH 62/3 Y LEVEL W CROSS



QB: COACHING POINT: 7 Step Drop - Shorten up Footwork -Vs- Man Coverage
Progression 1. W/Y 2. Z 3. R (Built In Hot to X)

X: Execute Flat Wheel - Look for the ball on Flat.

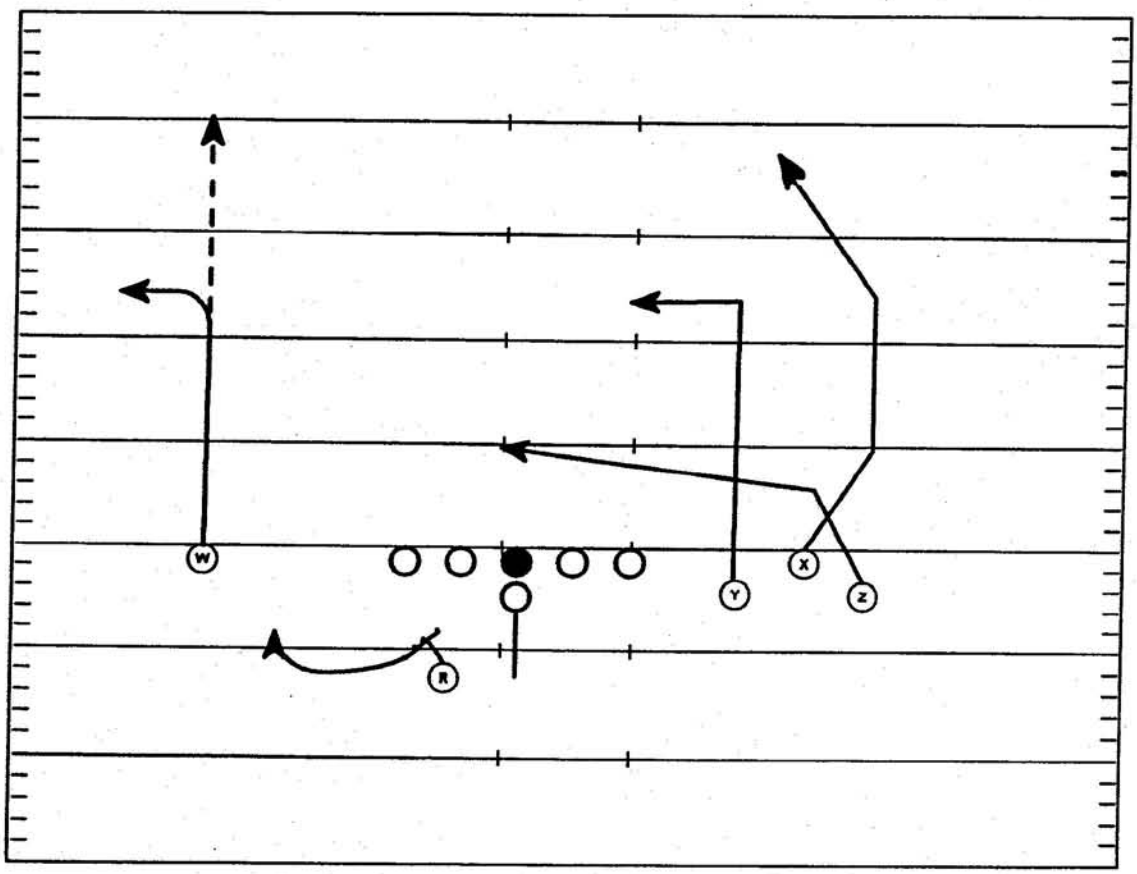
Z: Expand - Execute In Route.

Y: Execute Level Route.

W: Execute Cross Route.

R: Block Protection - N/T - Execute Swing Route

CLUSTER RT/LT 62/3 W READ Z DRIVE X POST (X DIG)



QB: COACHING POINT: 5-7 Step Drop Base Progression Read of Z-Y-X. Alert W one on one.

X: Expand Execute Post Route.

Z: Execute a Drive Route.

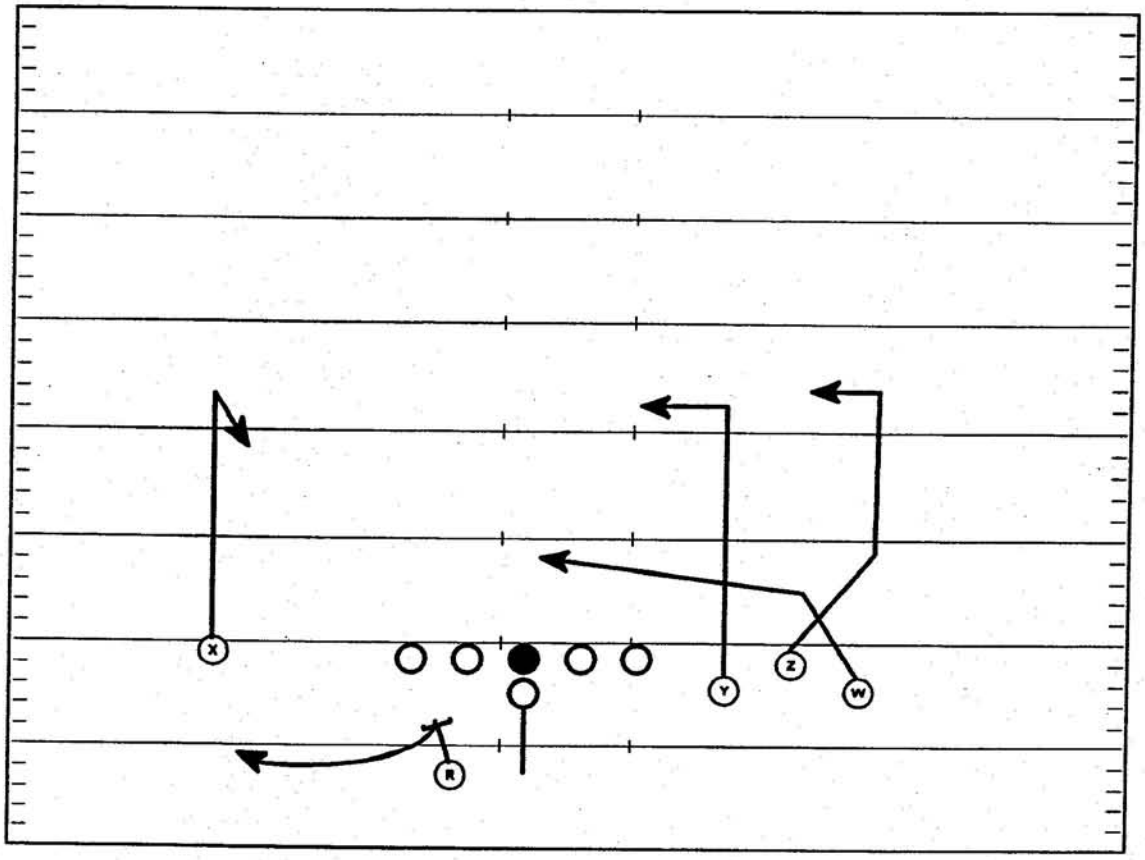
Y: Execute 12 yard In Route.

W: Execute Semi Route.

R: Block Protection - N/T - Execute M Route.

FLOOD RT/LT BUNCH 62/3 W DRIVE Z DIG

CAN CALL WITH X READ



QB: COACHING POINT: 5-7 Step Drop Base Progression Read. W-Y-Z.
Alert to X 1 on 1.

PROGRESSION: 1. W 2. Y 3. Z

X: Max Split - Execute a Semi Curl.

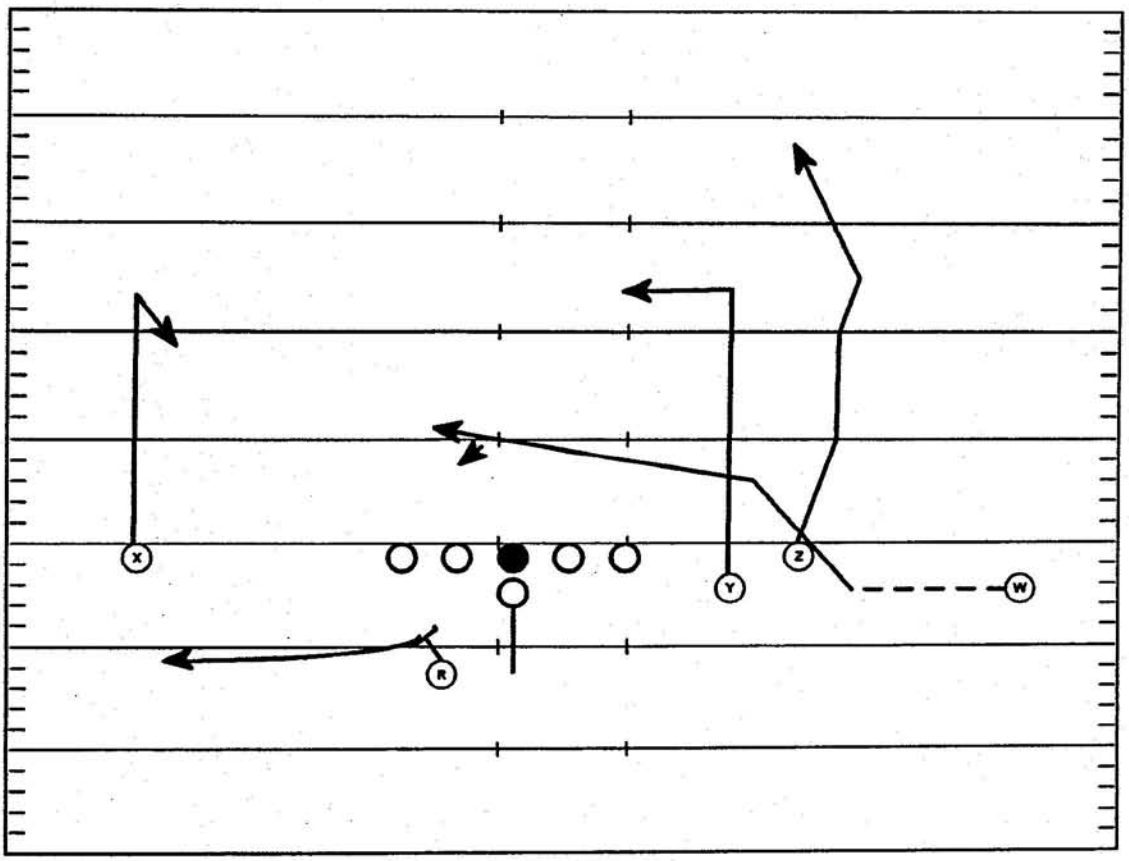
Z: Bunch Split 6 yards from the Tackle. Expand 4 yards, Execute 12 yard In Route.

Y: Execute 12 yard In Route.

W: Bunch Split, Execute Drive Route.

R: Block Protection - N/T - Execute a Swing.

WHF TO FLOOD RT/LT BUNCH 62/3 W DRIVE Z TOPPER



QB: COACHING POINT: 5-7 Step Drop - Base Progression Read of W-Y-R. Be Alert to Z -Vs- Quarters & X one on one.

X: Execute Semi Route.

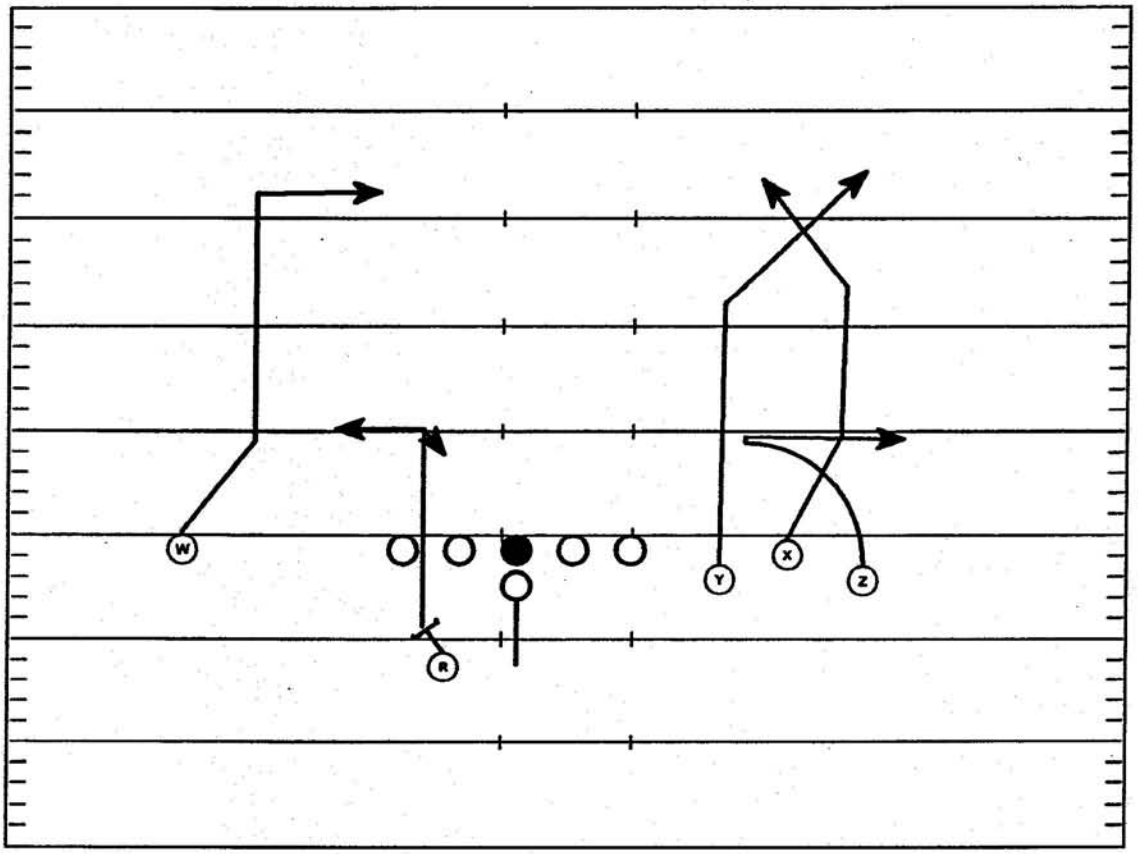
Z: Execute Topper Route.

Y: Execute 12 yard In Route.

W: Execute Drive Route.

R: Block Protection - N/T - Execute Swing Route

CLUSTER RT/LT 62/3 X POST Y FLAG



QB: COACHING POINT: 7 Step Drop Combo Read. -Vs- Single High or Quarters work X-Y-Z. -Vs- Cover 2 work comeback W-R.

X: Expand - Execute Post Route.

Z: Execute Pivot Route.

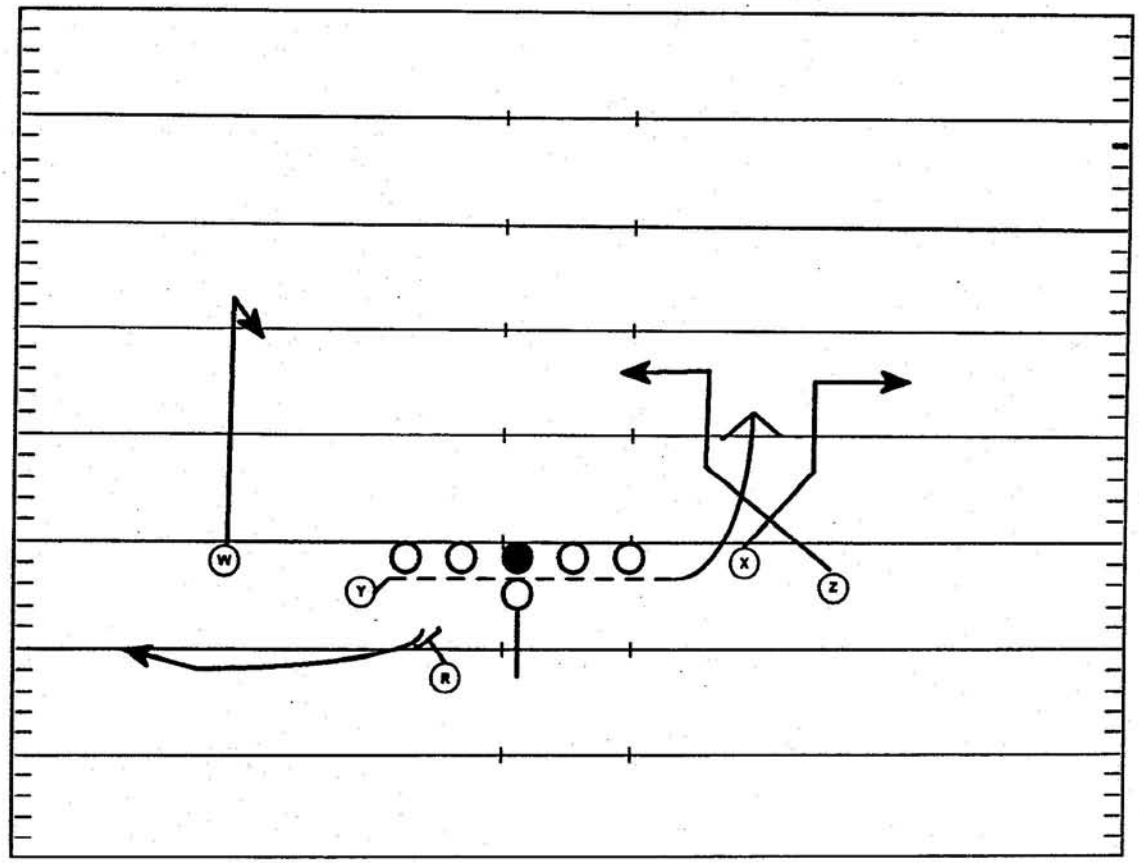
Y: Execute 12 yard Flag Route.

W: Execute 16 yard In Route.

R: Block Protection - N/T - Execute Option Route

YMO TO CLUSTER RT/LT 62/3 SEMI Y DODGE

(FLOOD RT/LT BUNCH Y PEEL)



QB: COACHING POINT: Quick 5 step Drop.Base Progression Read of Z-Y-R.
Be Alert to Signal Fade/Slant to W -Vs- 1 on 1.

X: Expand Push Vertical & Run 6-8 yard Out.

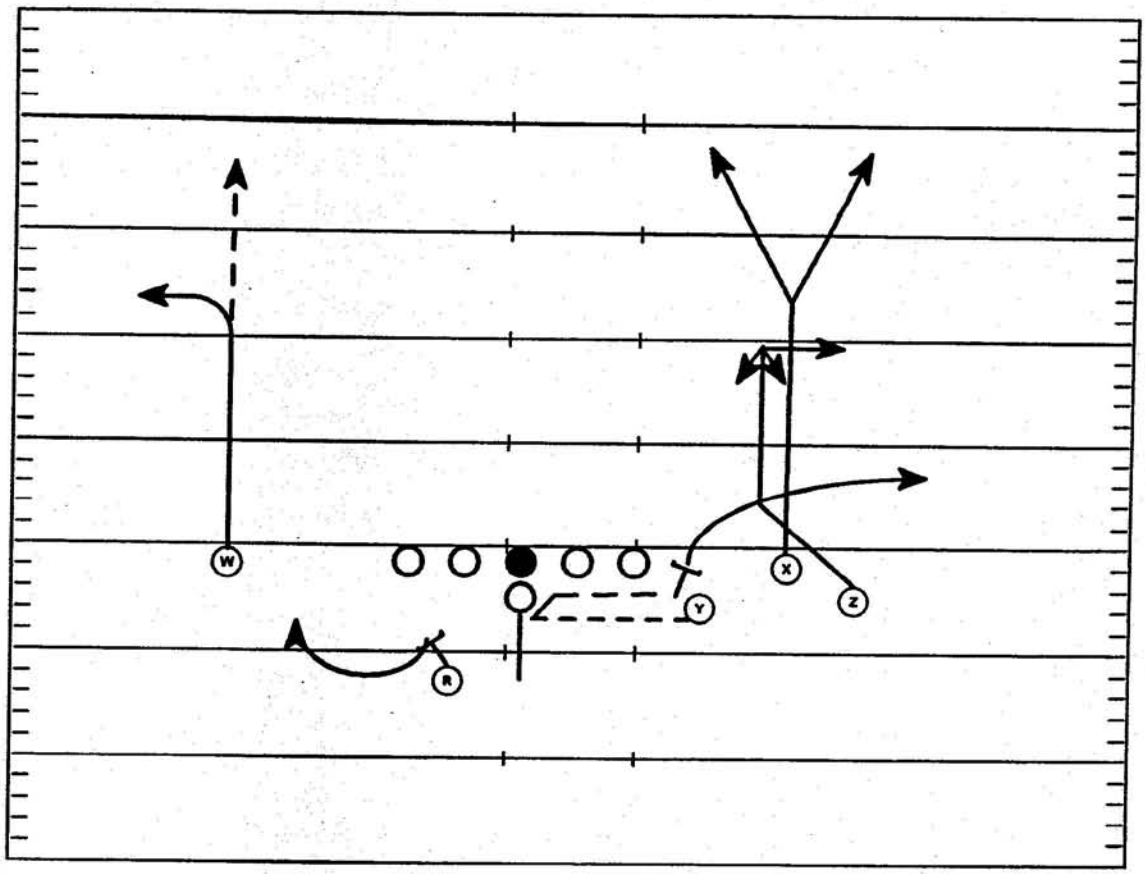
Z: Start on Drive Route to DB - then Push vertical & Run 6-8 yard In Route.

Y: Push to 6 yards - Hoook In or Out between X & Z.

W: Execute Semi Curl Route.

R: Block Protection - N/T - Execute a Swing Route.

CLUSTER RT/LT Y PEEL 80/1 X CHOICE Z HOOK



QB: COACHING POINT: 5-7 Step Drop. -Vs- Cover 2 eliminate W and work X-Z-Y.

X: Execute Choice Route.

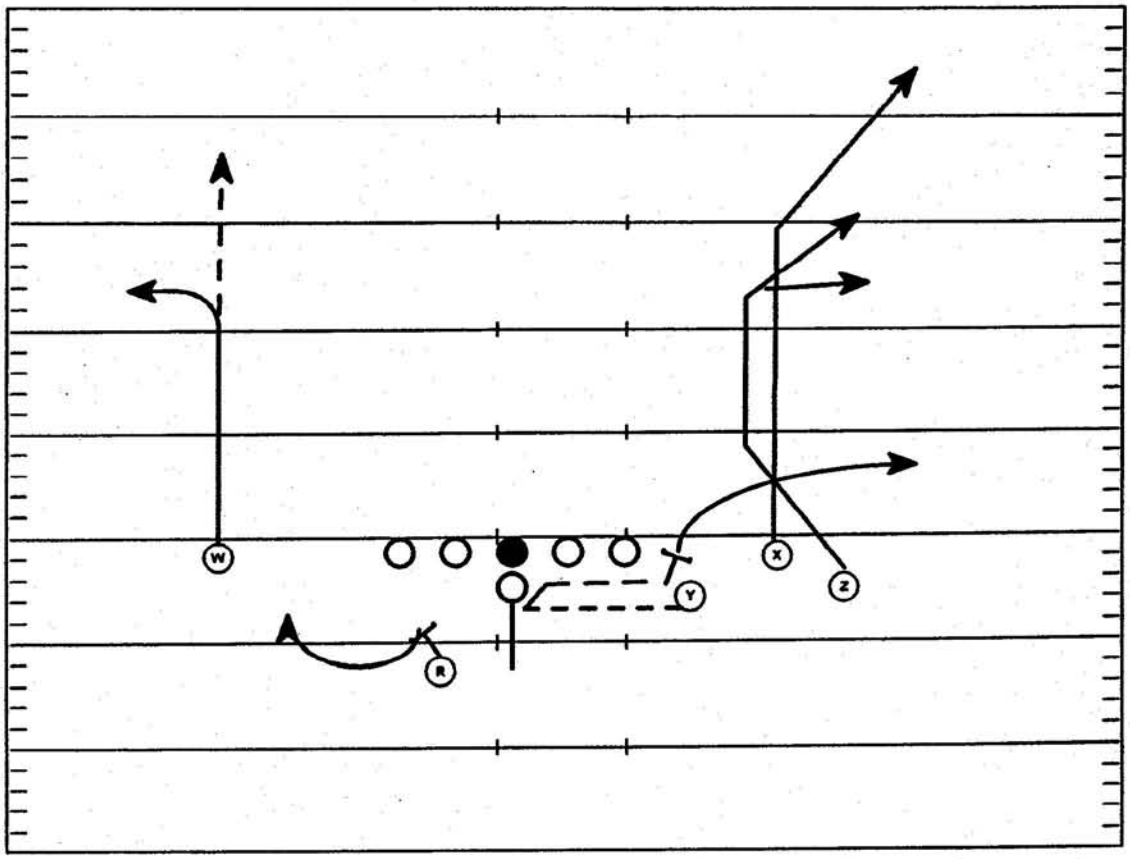
Z: Execute 8-10 yard Hook Route.

Y: Block Protection - N/T Execute Diagonal Route.
Must Know the Roger/Louie Call.

W: Execute Read Route.

R: Block Protection - N/T - Execute M Route.

CLUSTER RT/LT Y PEEL 80/1 W READ X TRIPLE



QB: COACHING POINT: 5-7 Step Drop. -Vs- Cover 2 eliminate W and work X-Z-Y.

X: Execute Deep Flag Route.

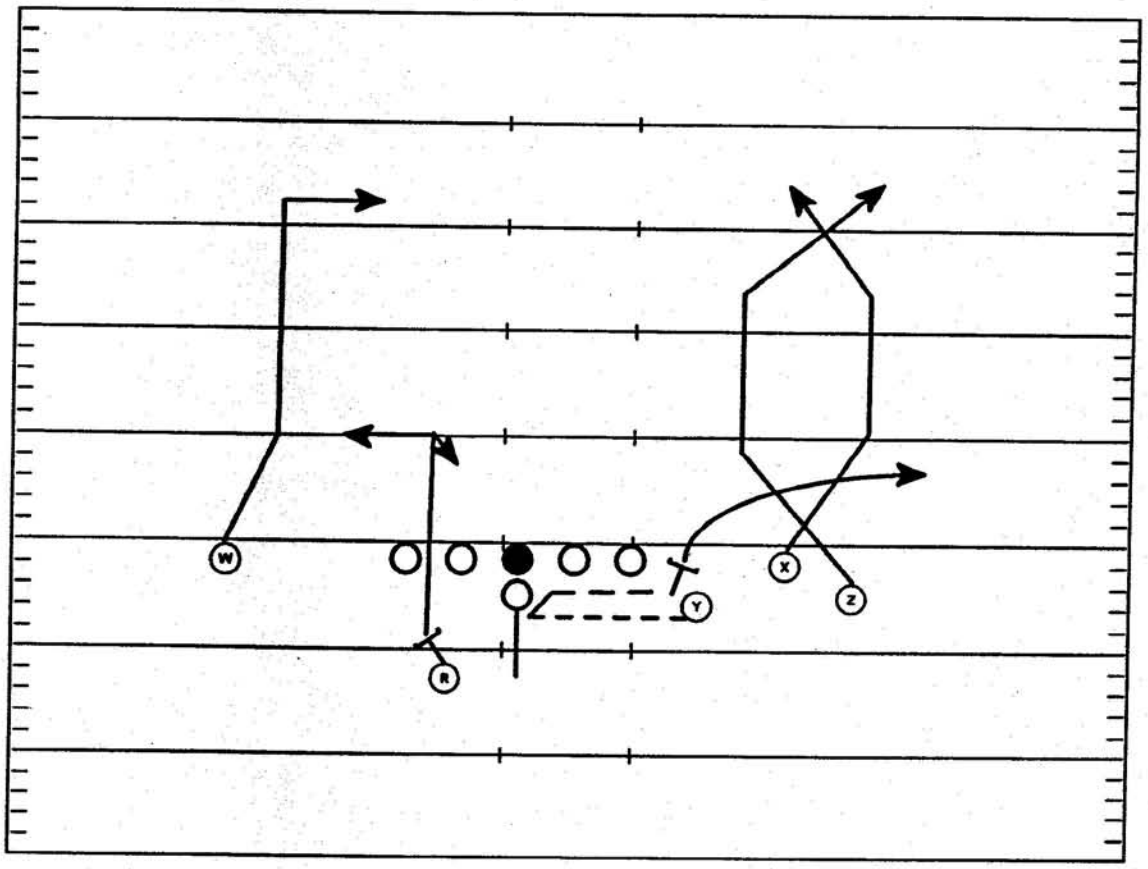
Z: Execute Sail Route - Stem Inside.

Y: Block Protection - N/T Execute Diagonal Route.
Must Know the Roger/Louie Call.

W: Execute Read Route.

R: Block Protection - N/T - Execute M Route.

CLUSTER RT/LT Y PEEL 80/1 X POST Z FLAG



QB: COACHING POINT: 7 Step Drop. Base Progression of X-Z-Y.
Vs- Cover 2 Read W-R. Alert -Vs- Slide Coverage go W-R.

X: Execute Post Route.

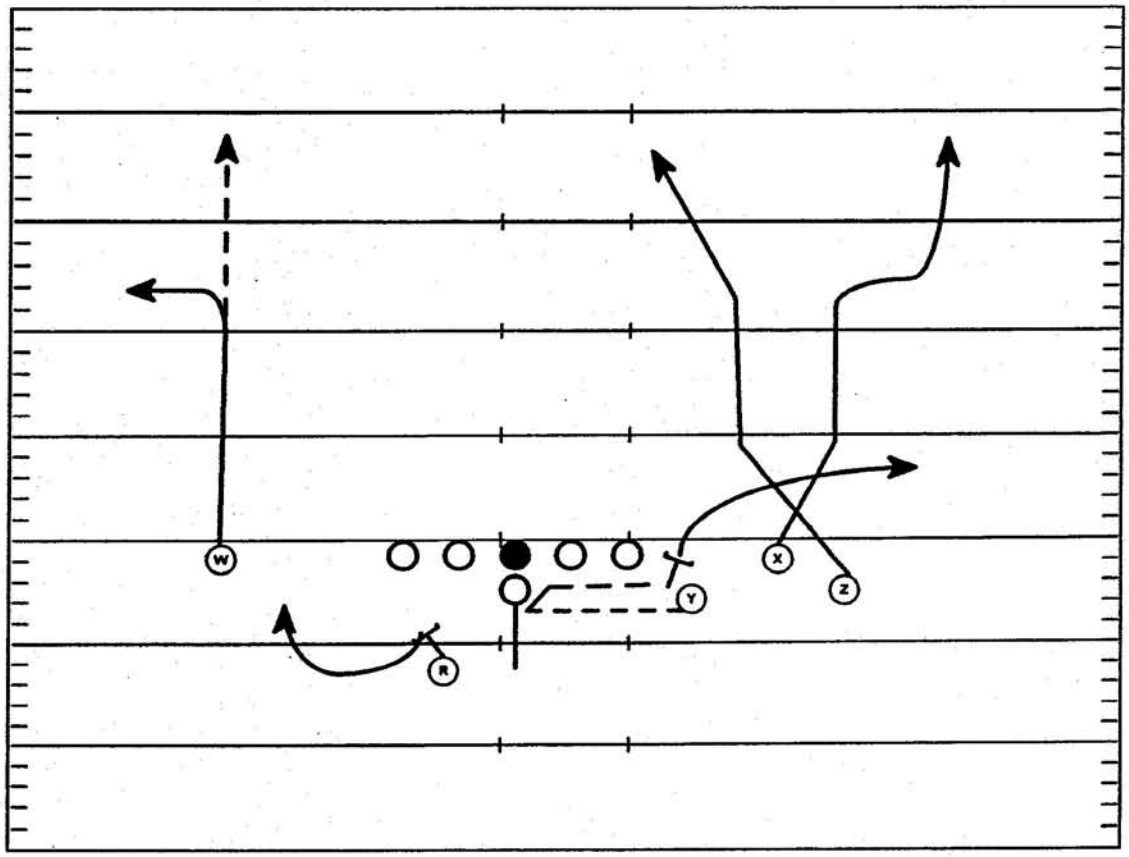
Z: Execute Flag Route.

Y: Block Protection - N/T Execute Diagonal Route.
Must Know the Roger/Louie Call.

W: Execute 16 yard In Route.

R: Block Protection - N/T - Execute Option Route.

CLUSTER RT/LT Y PEEL 80/1 X OUT GO



QB: COACHING POINT: 7 Step Drop. Base Progression of Z-X-Y.
Alert for W 1 on 1.

X: Execute 12 yard Out - Go Route.

Z: Execute Post Route.

Y: Block Protection - N/T Execute Diagonal Route.
Must Know the Roger/Louie Call.

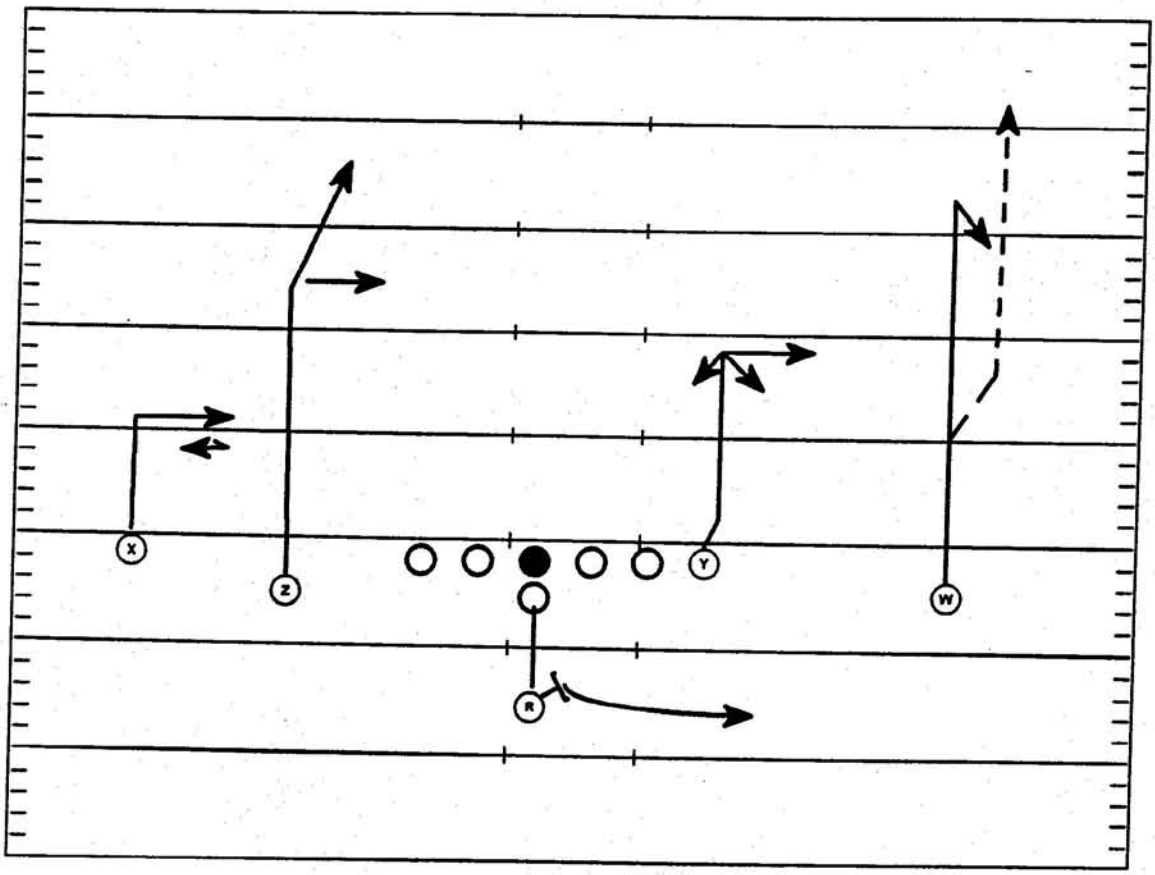
W: Execute Read Route.

R: Block Protection - N/T - Execute M Route.

STREAKS - SWITCHES & SHALLOWS

76/7 STREAK X SHALLOW Y HOOK\
76/7 STREAK X SHALLOW DIAG. CURL
76/7 STREAK X SHALLOW W RETURN
76/7 STREAK Y SHALLOW
76/7 STREAK X POST Y SHALLOW
76/7 SWITCH Y SHALLOW
76/7 SEMI SWITCH X/W SNAG
76/7 SWITCH W DRIVE
76/7 SWITCH FLAG W LEVEL
74/5 SWITCH FLAG T LEVEL
62/3 CB Z SHALLOW (74/5 CB X SHALLOW)
76/7 STICKS

0/1 SLOT WIDE 76/7 STK X SHALLOW Y HOOK



QB: COACHING POINT: 5-7 Step Drop. Progression Read of Z-X-Y.
Adjustment: Vs-Cover 3 Y-W-R

X: Execute Shallow Route.

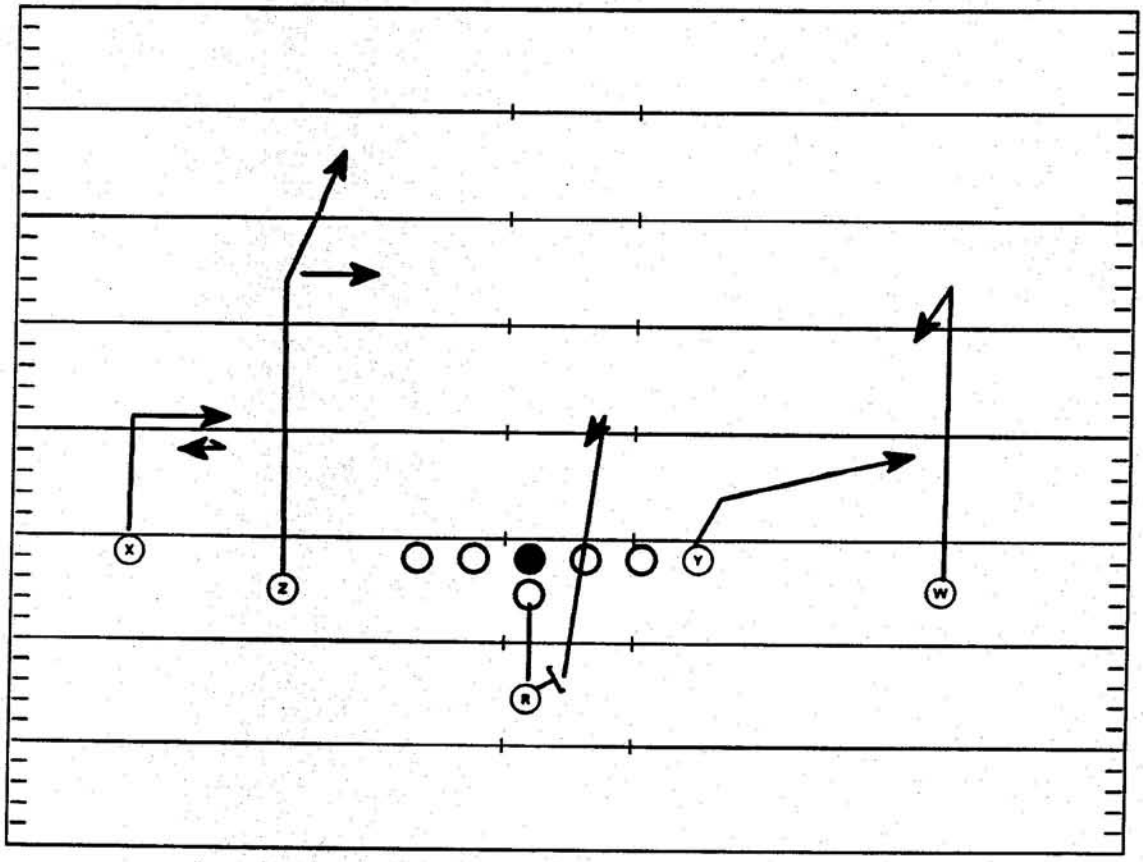
Z: Execute Inside Streak Read.

Y: Execute 8-10 yard Hook Route.

W: Execute 16 yard Comeback Route - Normal Conversions.

R: Block Protection N/T Execute Swing Route.

0/1 SLOT WIDE 76/7 STK X SHALLOW DIAG. CURL



QB: COACHING POINT: 5-7 Step Drop. Progression Read of Z-X-Y.
Adjustment: Vs-Cover 3 go Diagonal Curl.

X: Execute Shallow Route.

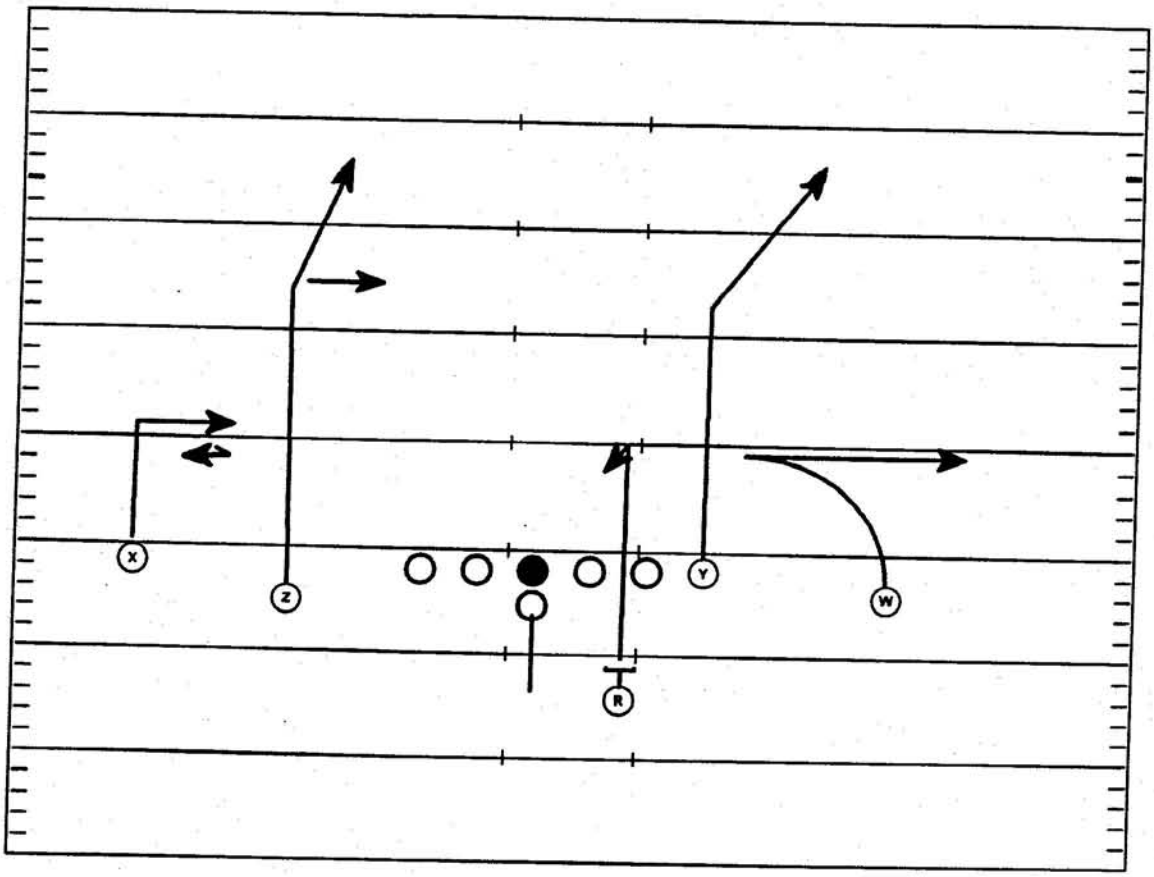
Z: Execute Inside Streak Read.

Y: Execute Diagonal Route.

W: Execute Semi Curl Route.

R: Block Protection N/T Execute Checkdown Route.

8/9 SLOT WIDE 76/7 STRK X SHALLOW W RETURN



QB: COACHING POINT: 5-7 Step Drop. Progression Read of Z-X-Y.
Adjustment: Vs-Cover 3 go Y-W-R.

X: Execute Shallow Route.

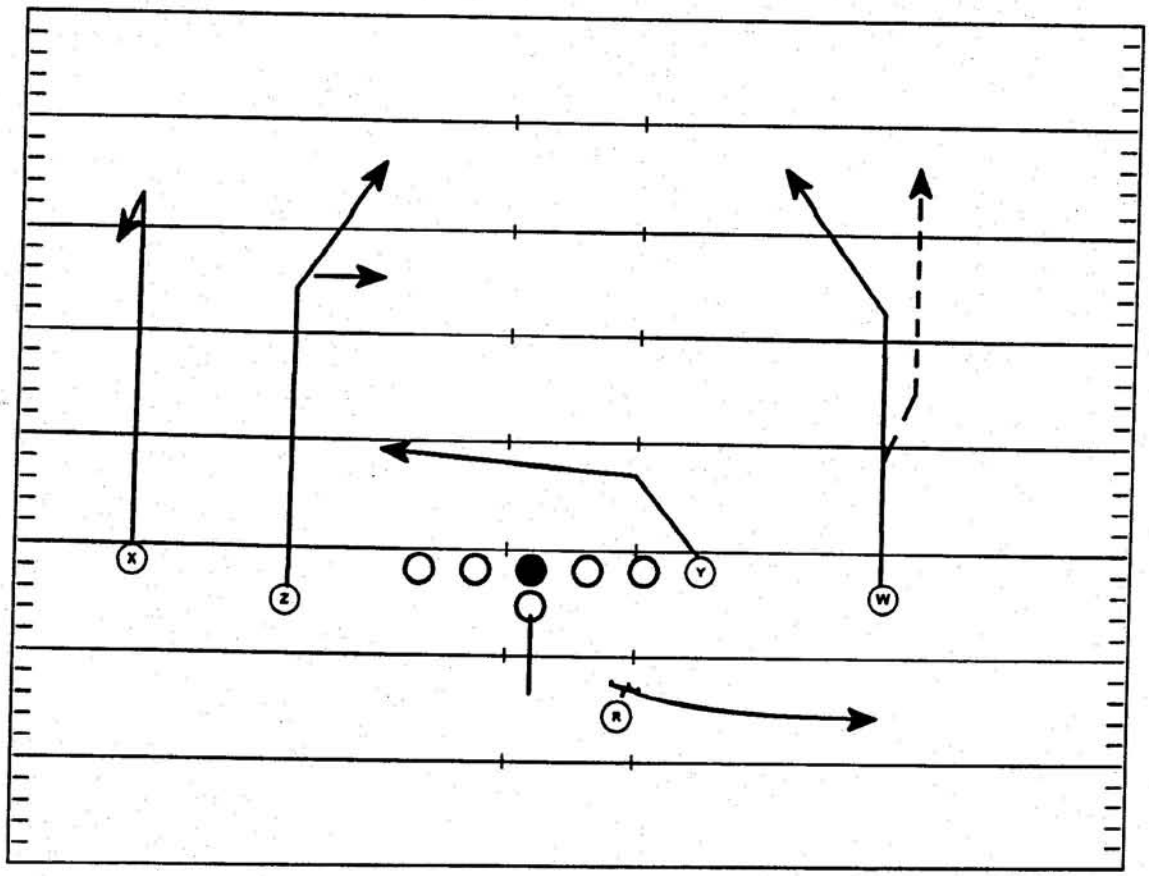
Z: Execute Inside Streak Read.

Y: Execute 12 Yard Flag Route.

W: Execute Return Route.

R: Block Protection N/T Execute Checkdown Route.

0/1 SLOT WIDE 76/7 STREAK Y SHALLOW



QB: COACHING POINT: 5-7 STEP DROP. Progression read of Z-Y-R. Alert to W on Post if FS is working to Z.

X: Execute 16 yard Comeback Route - Normal Conversions.

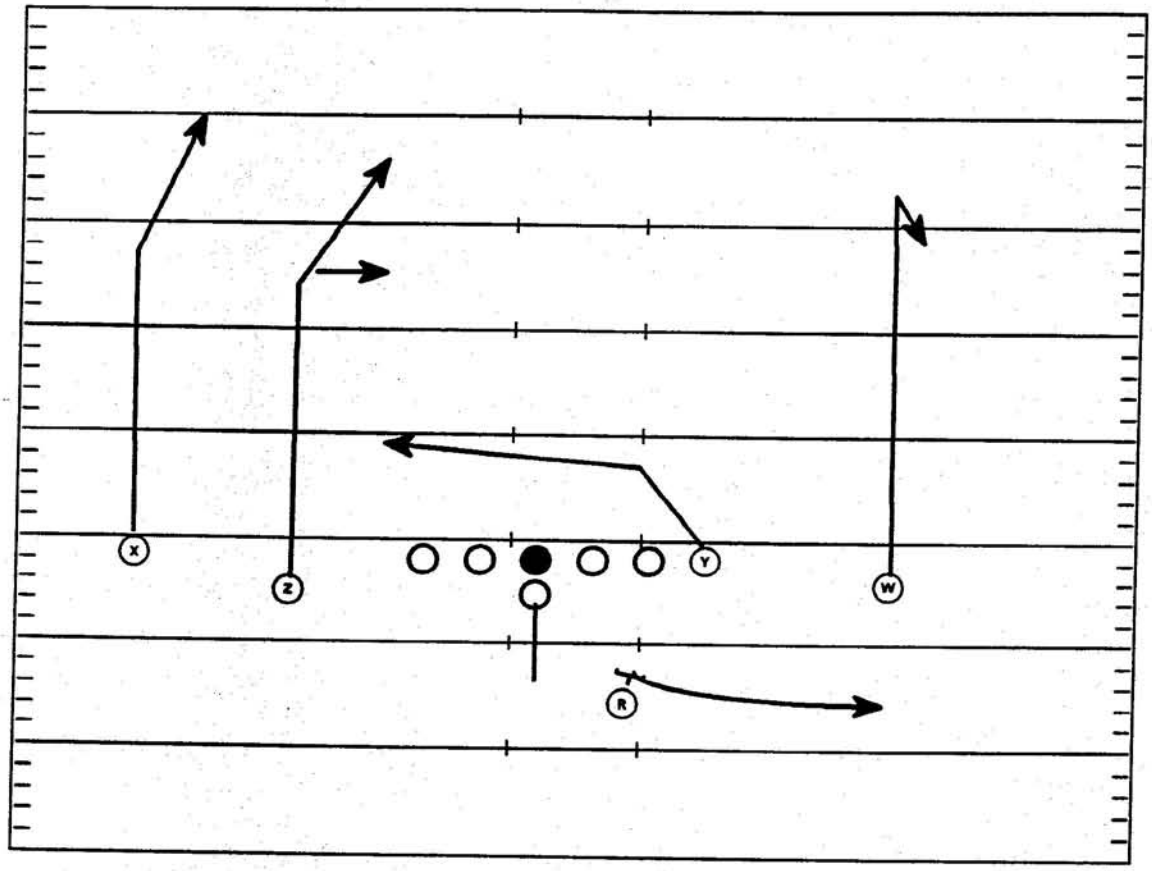
Z: Execute Inside Streak Read.

Y: Execute Shallow Route.

W: Execute 12 yard Post Route.

R: Block Protection - N/T Execute Swing Route.

8/9 SLOT WIDE 76/7 STK X POST Y SHALLOW



QB: COACHING POINT: 5-7 STEP DROP. Would like to Run this -Vs- 44Q or 00. Base Progression of Z-X-Y. Vs- Single High take 7 step drop work W-R.

X: Execute 12 yard Post Route - Normal Conversions.

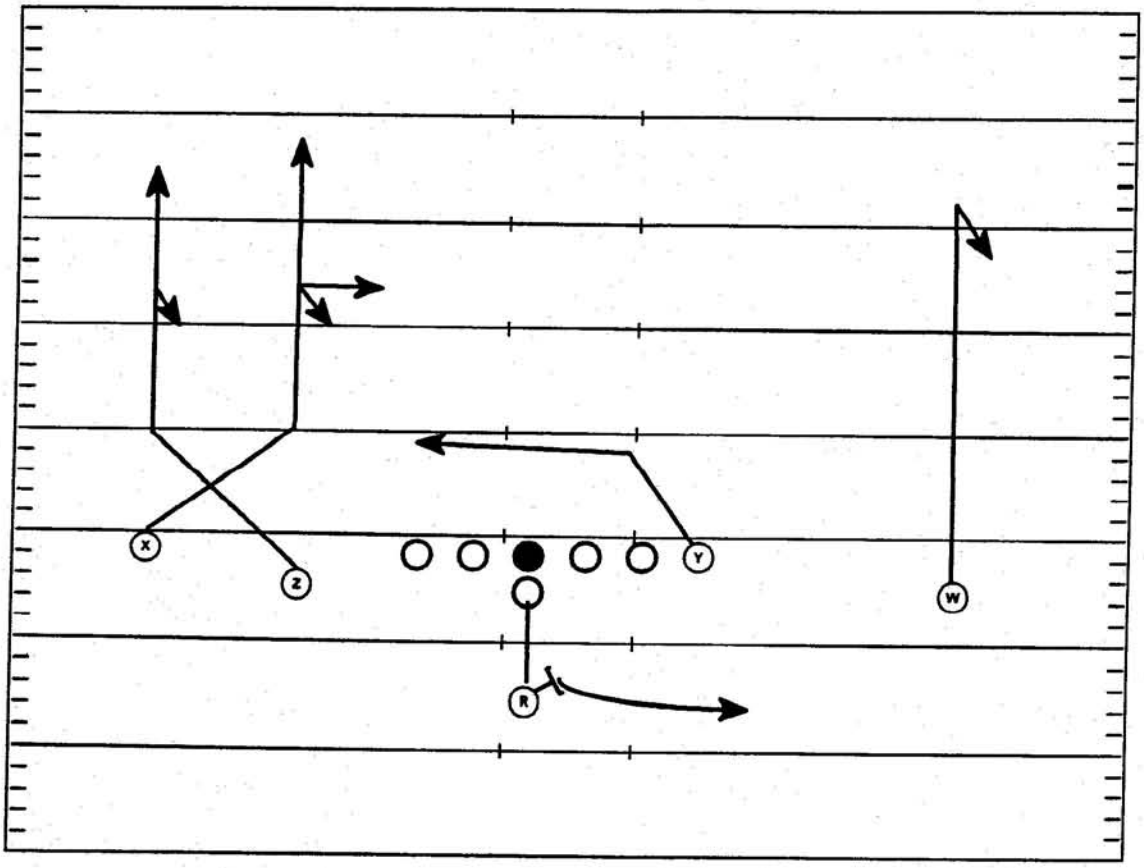
Z: Execute Inside Streak Read.

Y: Execute Shallow Route.

W: Execute 16 yard Comeback.

R: Block Protection - N/T Execute M Route.

0/1 SLOT WIDE 76/7 SWITCH Y SHALLOW



QB: COACHING POINT: 5-7 Step Drop. Must be alert to man coverage to read the switch. Base Progression Read X-Y-Z.

X: Release Inside to Seam Area, Execute Inside Streak Read.

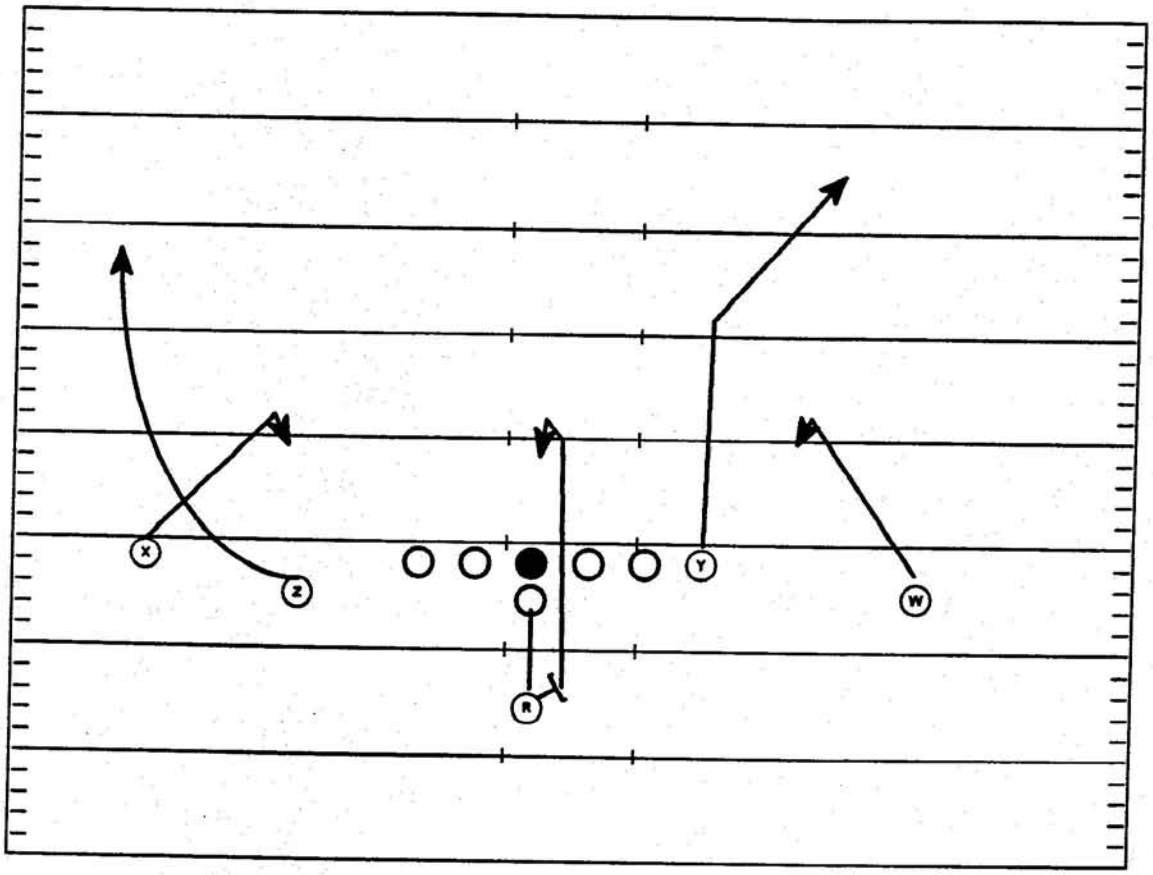
Z: Release Under X and Push Outside the Numbers, Burst Vertical reading coverage. Either Hook up or take it up the sideline.

Y: Expand a Shallow Route.

W: Execute a 16 yard Comeback Route.

R: Block Protection N/T Execute Swing Route.

0/1 SLOT WIDE 76/7 SEMI SWITCH X & W SNAG



QB: COACHING POINT: Quick 5 Step Drop. Alert for man Coverage go Z or Y. Across the board Read X-R-W / W-R-X.
Note: NO SIGHTS

X: Execute Snag Route - (Vs man coverage Rub for Z)

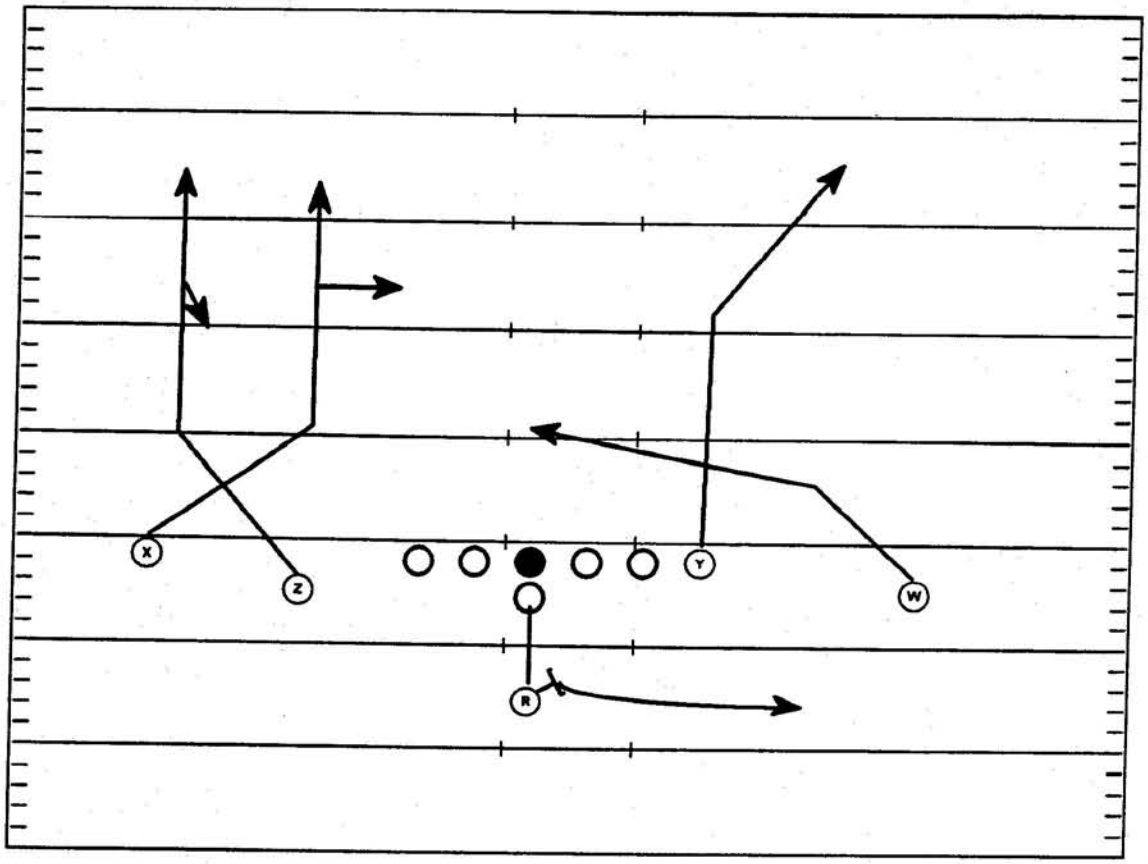
Z: Release under X Rub man off of him Run Go Route.

Y: Execute 12 yard Flag Route.

W: Execute Snag Route.

R: Block Protection - N/T Execute Checkdown Route.

8/9 SLOT WIDE 76/7 SWITCH W DRIVE



QB: COACHING POINT: 5 Step Drop. Base Progression Read of X-Z-W. Alert Flag to Y Vs. Press on W.

X: Release inside to seam Area. Execute Inside Streak Read.

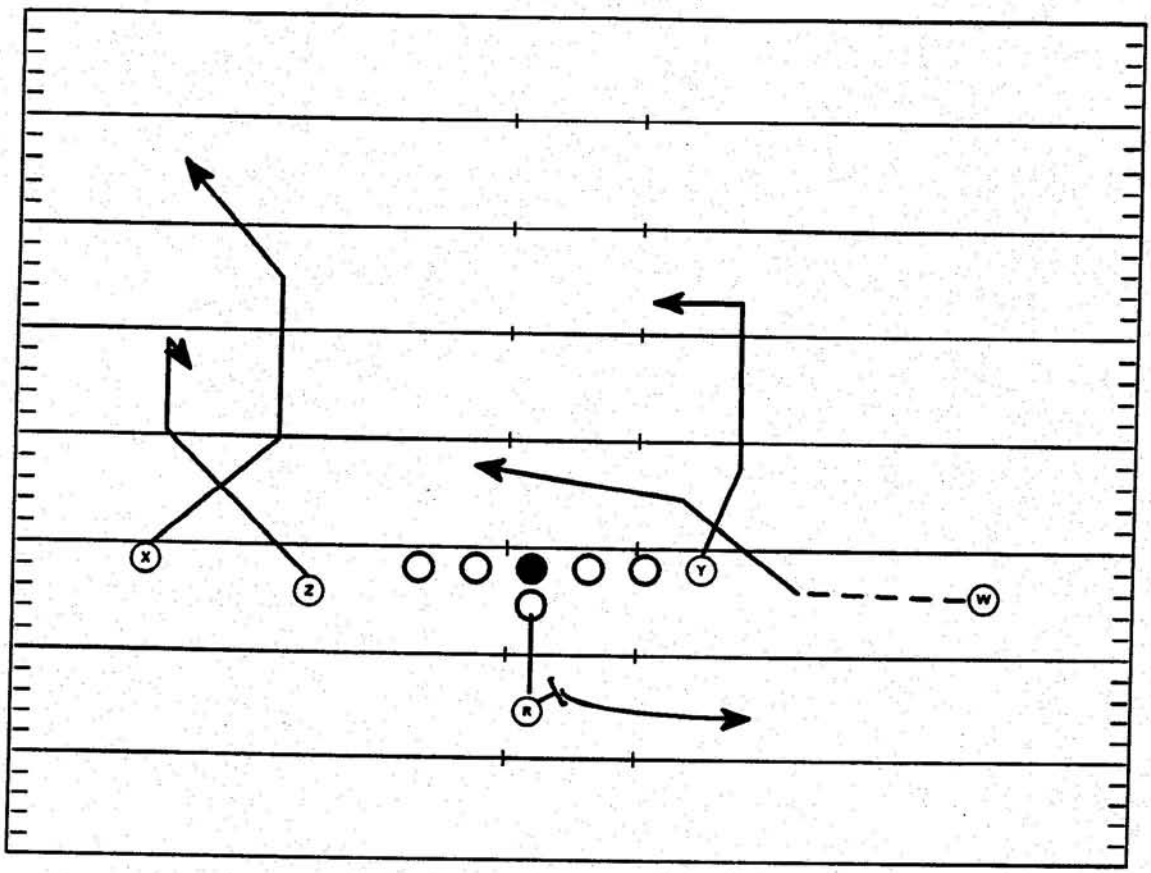
Z: Release under X, Push vertical reading coverage to either Hook Up, or Take it through.

Y: Execute 12 yard Flag Route.

W: Execute Drive Route.

R: Block Protection - N/T Execute Swing Route.

8/9 SLOT WIDE WHF 76/7 SWITCH FLAG W LEVEL



QB: COACHING POINT: COntrolled 7 Step Drop Across the Board Read X-Z-W-Y.

X: Drive Inside 4 yards, Push vertical to 12 yards, Break to the Flag.

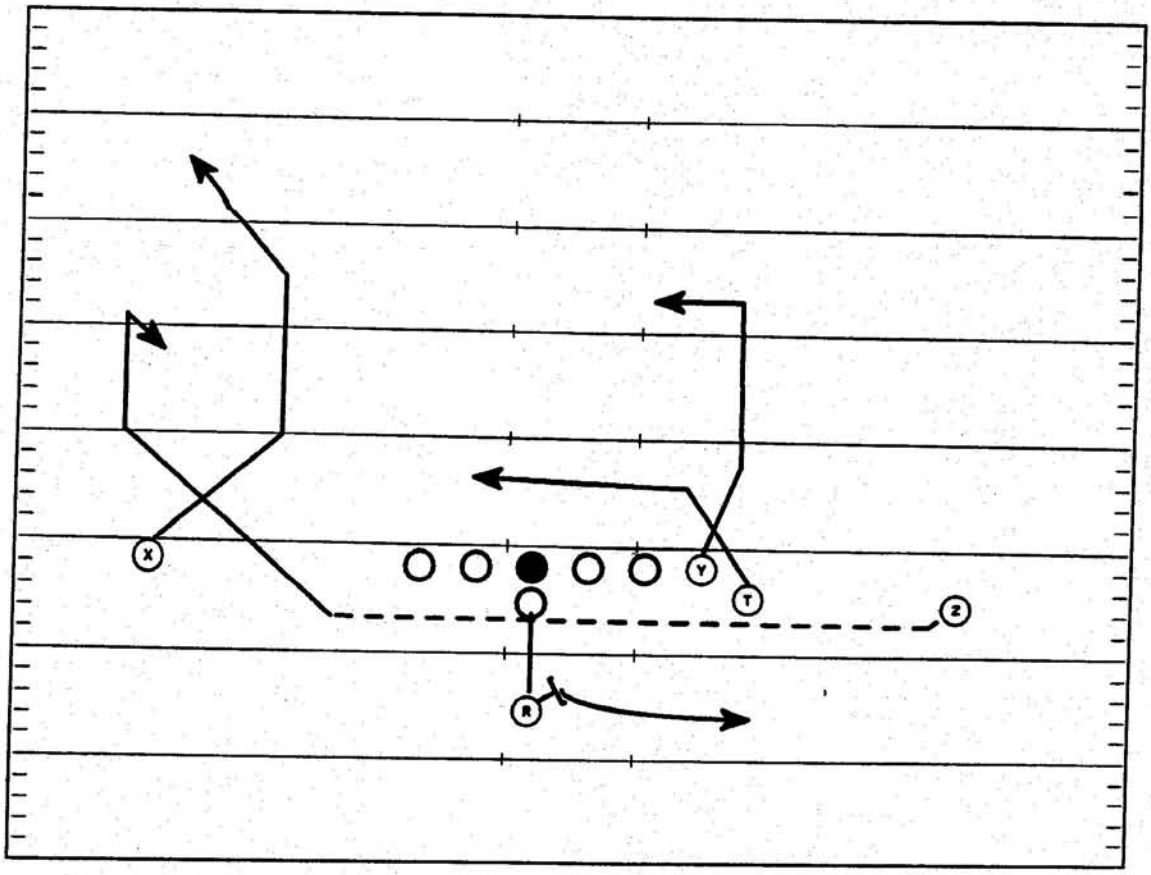
Z: Release Under X and Push Outside the Numbers, Burst Vertical to 8 yards and hook to the inside.

Y: Expand Execute a 12 yard In Route.

W: Execute a Level Route.

R: Block Protection N/T Execute Swing Route.

0/1 FLOOD Z FLY 74/5 SWITCH FLAG T LEVEL



QB: COACHING POINT: COntrolled 7 Step Drop Across the Board Read X-Z-T-Y.

X: Drive Inside 4 yards, Push vertical to 12 yards, Break to the Flag.

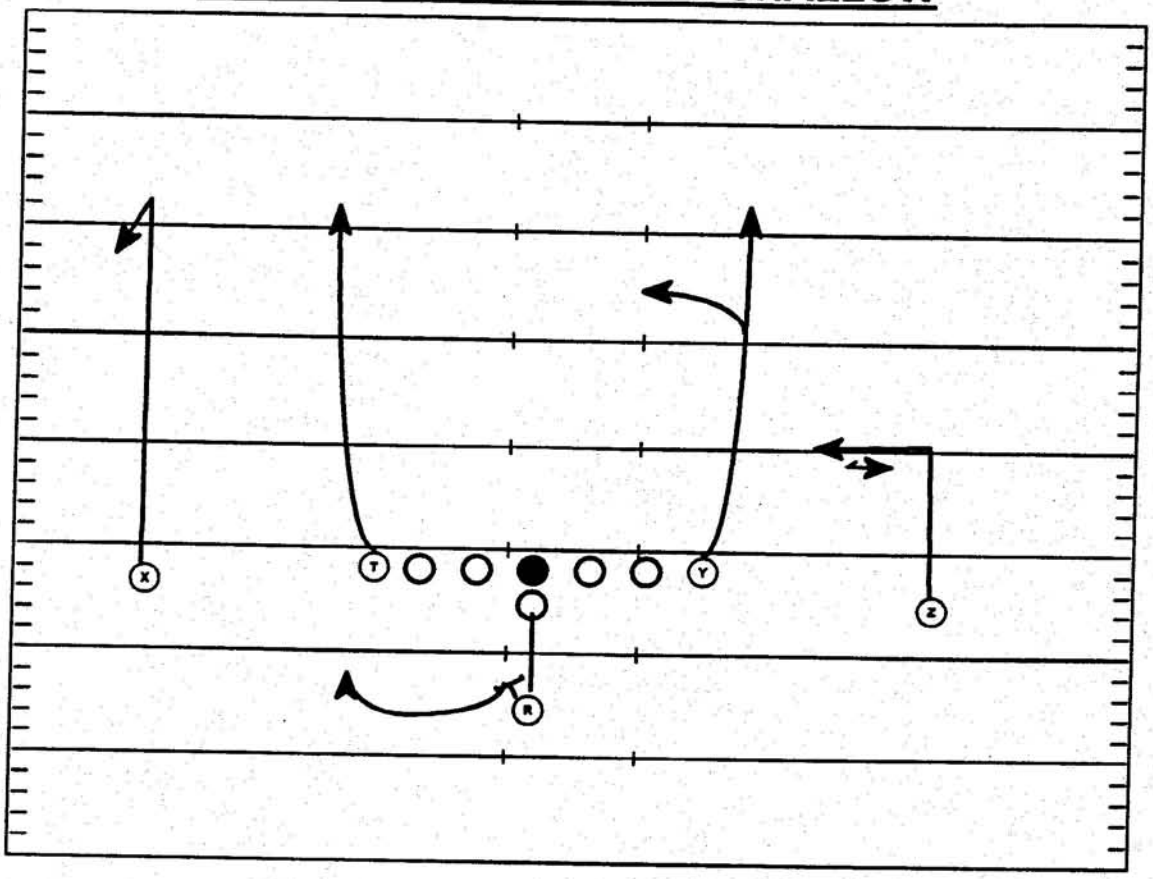
Z: Release Under X and Push Outside the Numbers, Burst Vertical to 8 yards and hook to the inside.

Y: Expand Execute a 12 yard In Route.

T: Execute a Level Route.

R: Block Protection N/T Execute Swing Route.

0/1 ON 62/3 COMEBACK Z SHALLOW
74/5 COMEBACK X SHALLOW



QB: COACHING POINT: 5-7 Step Drop. Combo Call. -Vs- Single High read Comeback Side T-X-R. Vs- 2 High read Shallow Side Y-Z-R.

X: Execute 16 yard Comeback - Normal Conversions

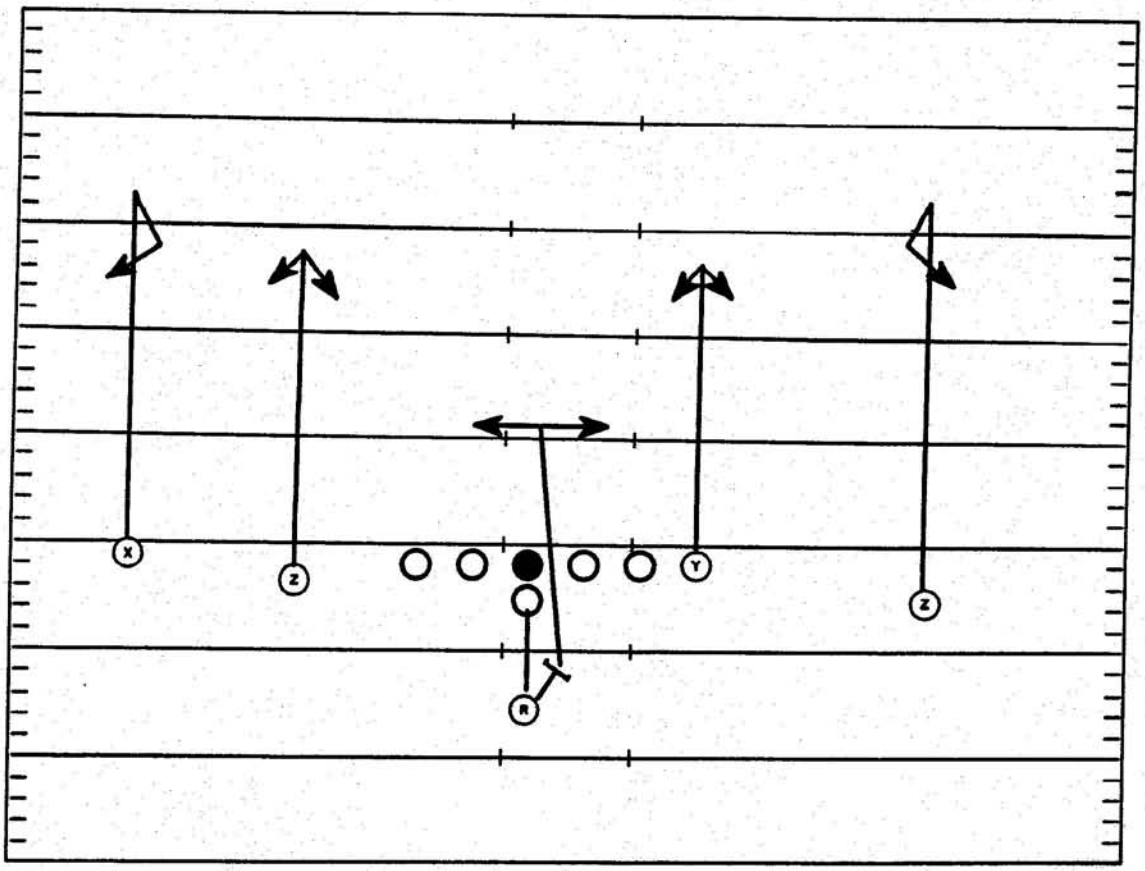
Z: Execute Shallow Route.

Y: Execute Inside Streak Read.

T: Execute a Seam Route.

R: Block Protection - N/T Execute M Route.

0/1 SLOT WIDE 76/7 STICKS



QB: COACHING POINT: Controlled 7 Step Drop - Base Progression Z-X-R. Be Alert to Corners's tech. and drop of middle backer to bring you backside Y-W-R.

X: Push to 16 yards depth - Hook inside down stem to open area.

Z: Push to 16 yards depth - Hook inside down stem to open area.

Y: Push to 14 yards Depth - Hook inside or outside depending on defender.

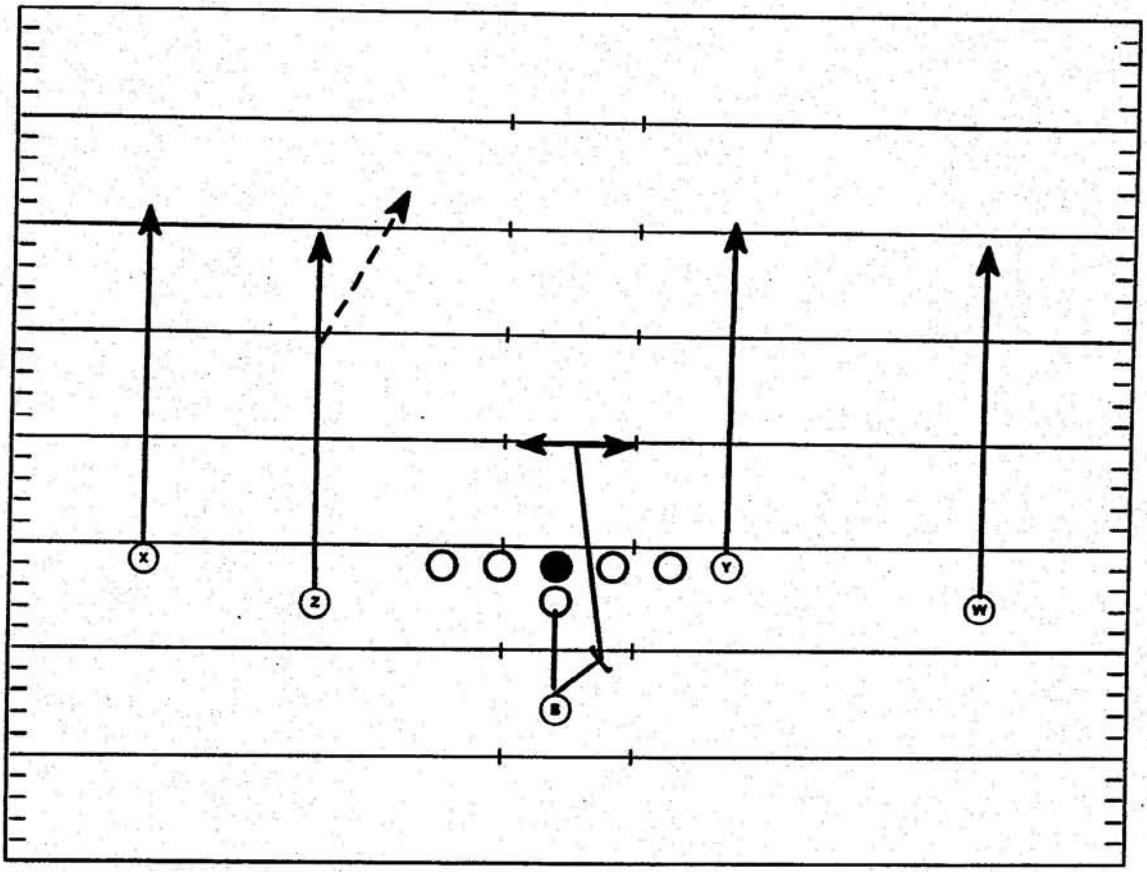
T: Push to 14 yards Depth - Hook inside or outside depending on defender.

R: Block Protection - N/T Execute Checkdown Route.

SEAMS

1. 62/3 DBL SEAM
2. 62/3 COMEBACK Z SEAM
3. B 74/5 COMEBACK A SEAM
4. 74/5 COMEBACK T SEAM

0/1 SLOT WIDE 62/3 SEMI DBL SEAM



QB: COACHING POINT: 5 step drop. Single high - Go Z-Y-R away from the safety. Cover 2 - Go Z-X-R. NOTE: Z has the Middle.

X: Execute Go Route.

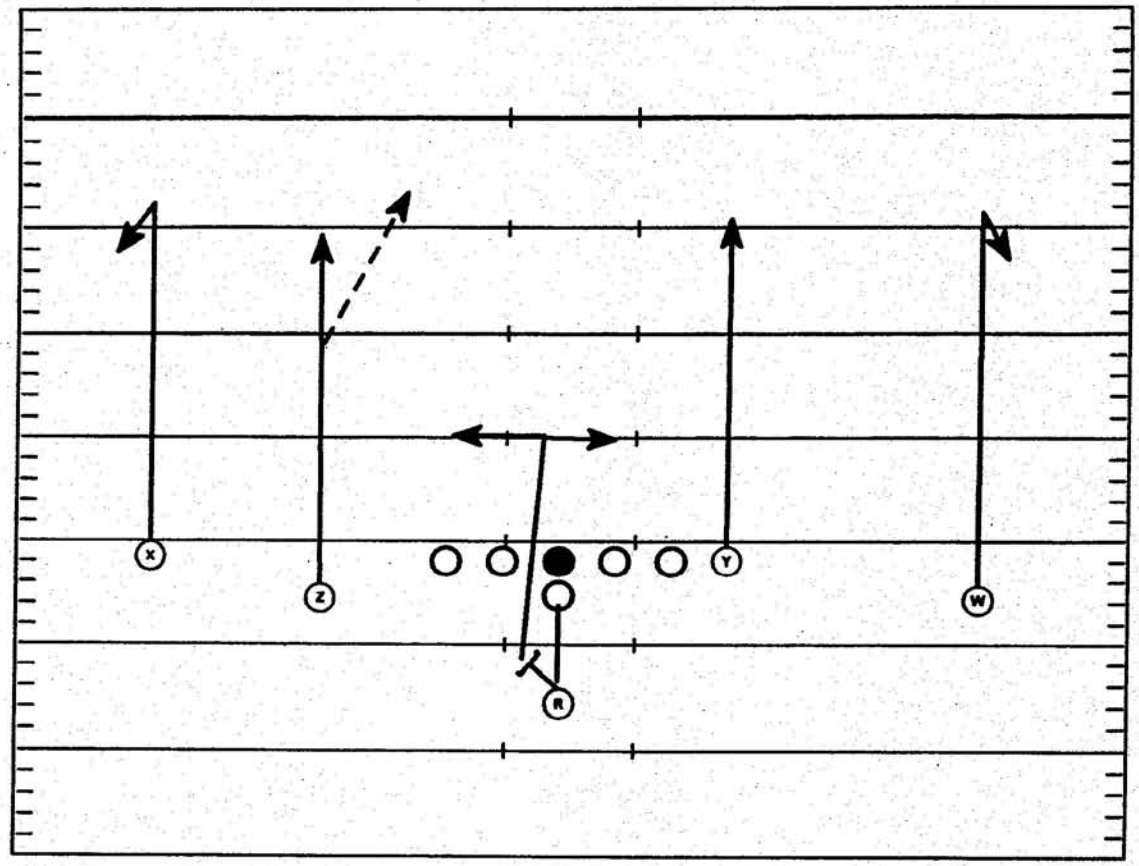
Z: Execute Seam Read.

Y: Execute Seam Route.

W: Execute Go Route.

R: Execute Play Fake - Block Protection Rule - N/T Execute Checkdown.

0/1 SLOT WIDE 62/3 COMEBACK Z SEAM



QB: COACHING POINT: 5 Step drop. Single high -go Z-Y-R away from the safety Cover 2 - Go Z-X-R.

X: Execute 16 yard Comeback - Normal Conversions.

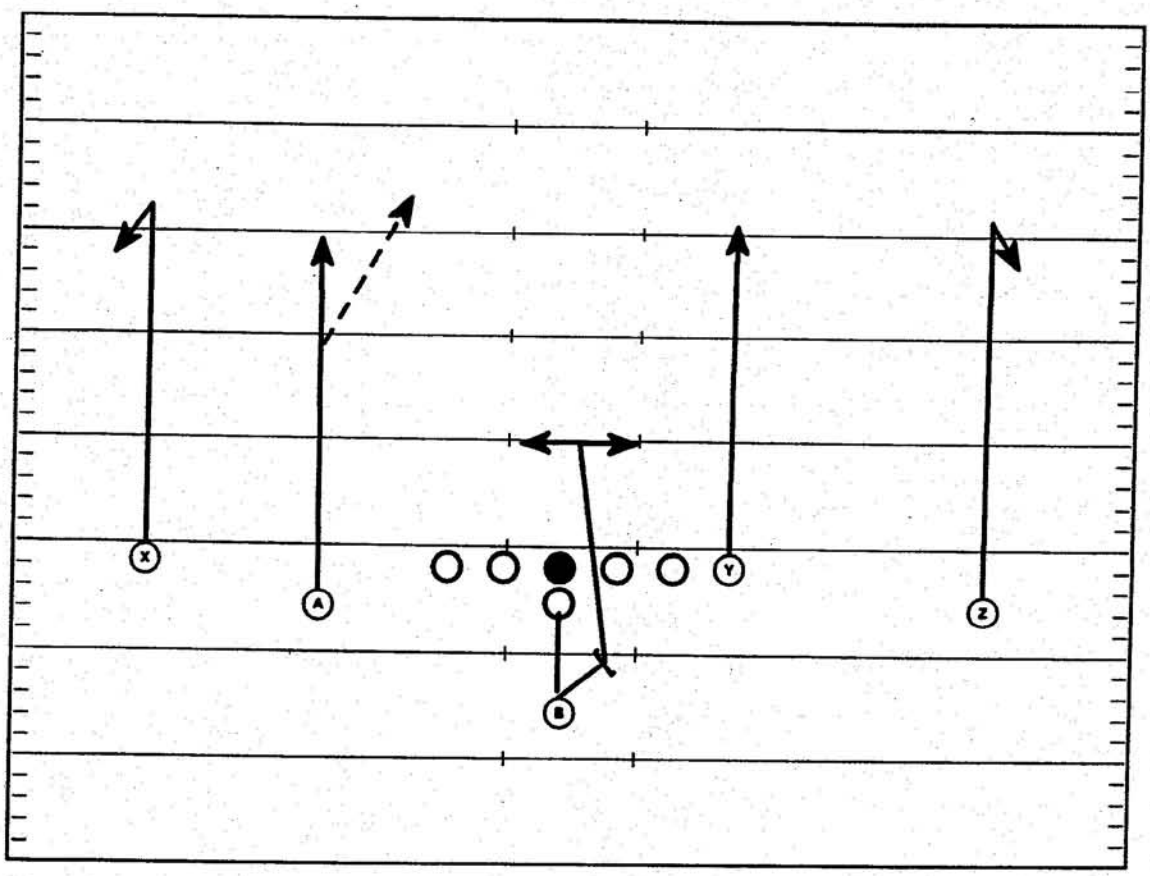
Z: Execute Seam Read.

Y: Execute Seam Route.

W: Execute 16 yard Comeback - Normal Conversions.

R: Execute Play Fake - Block Protection Rule - N/T Execute Checkdown.

0/1 OUT B 74/5 COMEBACK A SEAM



QB: COACHING POINT: 5-7 Step Drop with Flash Fake. Read inside out Vs. Single High safety - work away from safety.

X: Execute 16 yard Comeback - Normal Conversions.

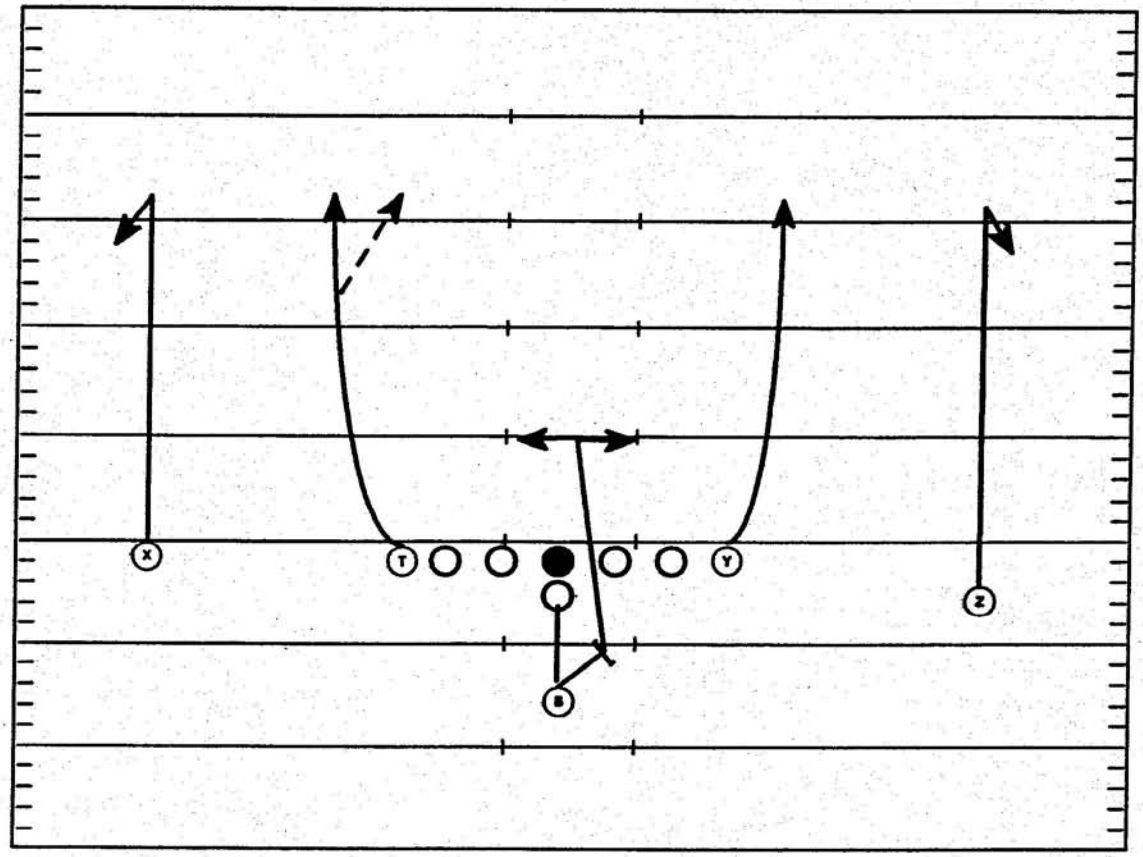
Z: Execute 16 yard Comeback - Normal Conversions.

Y: Execute Seam Route.

A: Execute Seam Read.

B: Execute Play Fake - Block Protection Rule - N/T Execute Checkdown.

0/1 ON 74/5 COMEBACK T SEAM



QB: COACHING POINT: 5 to 7 step drop. Read inside out Vs. Single High Safet work away from safety.

PROGRESSION: 1. T/Y 2. X/Z 3. R

X: Execute 16 yard Comeback - Normal Conversions.

Z: Execute 16 yard Comeback - Normal Conversions.

Y: Execute Seam Route.

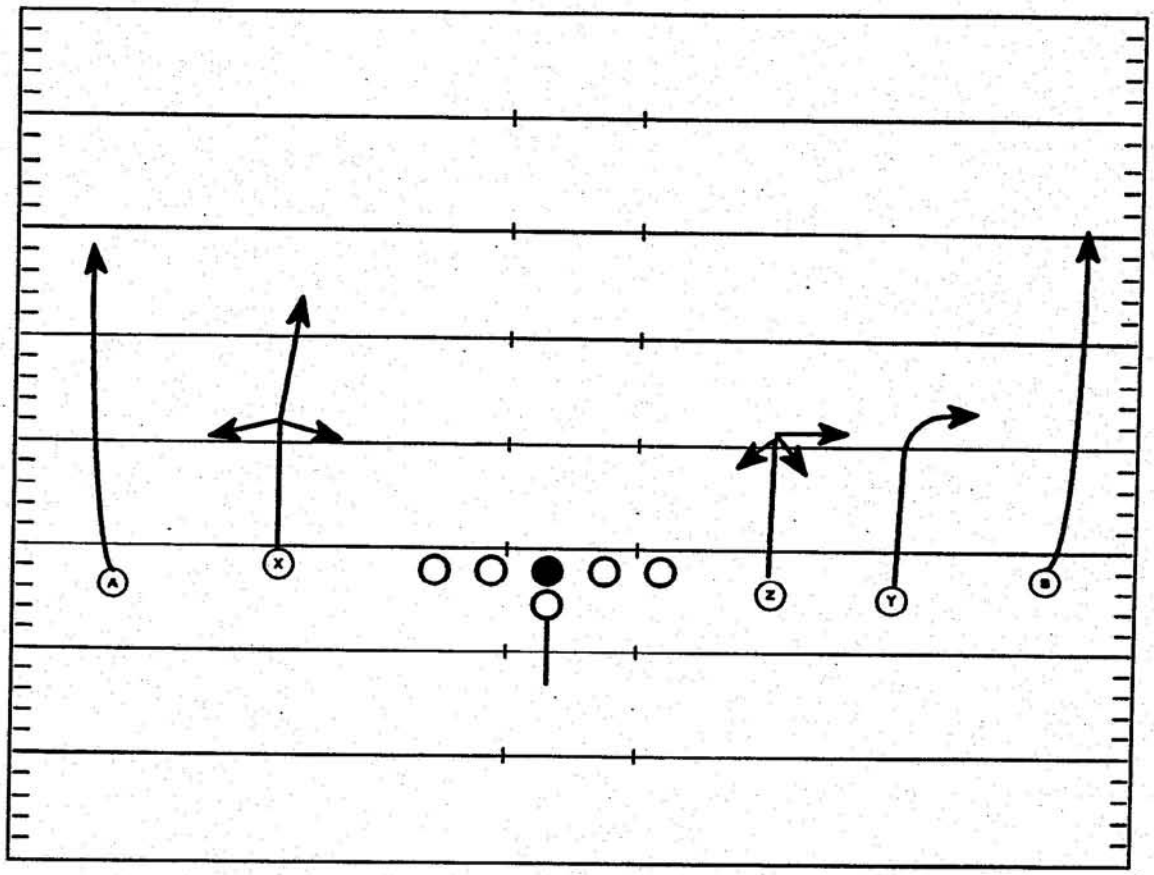
T: Execute Seam Read Route.

R: Execute Play Fake - Block Protection Rule - N/T Execute Checkdown.

2001 – SCAT

1. 62/3 SCAT Z HOOK X OPT
2. 62/3 SCAT Y HOOK A OPT
3. 62/3 SCAT Z HOOK X OPT
4. 62/3 SCAT Y HOOK X HITCH (NOW)
5. 62/3 SCAT Z HOOK X HITCH (NOW)
6. 62/3 SCAT TRIPLE SLANT
7. 62/3 SCAT Y OPTION X SLANT
8. 62/3 SCAT X OPTION W HITCH
9. 62/3 SCAT ALL GO X MIDDLE
10. 62/3 SCAT Z
11. 76/7 SCAT R ANGLE Y OUT
12. 76/7 SCAT Y HOOK GO X SHALLOW
13. 62/3 SCAT X DRIVE Z WHEEL
14. 62/3 FM SCAT TRIPLE SLANT R NOW
15. 62/3 SCAT W DRIVE R WHEEL
16. 80/1 SCAT T OPTION
17. 62/3 SCAT Z STICK Y HOOK
18. 80/1 SCAT X OUT GO
19. 62/3 SCAT
20. 76/7 SCAT Z LOOK AND DRAG
21. 76/7 SCAT Y SNAG X SHALLOW
22. 76/7 SCAT W SNAG X SHALLOW
23. 76/7 SCAT Z POST Y FLAG
24. 76/7 SCAT CB R CLOSE
25. 76/7 SCAT X READ Y TRAIL

BALT RT/LT 62/3 SCT Z HOOK X OPTION



QB: COACHING POINT: 3 Step Drop. Alert to LB Displacement. Work Z/Y - X.

X: Execute 6 yard Option Route.

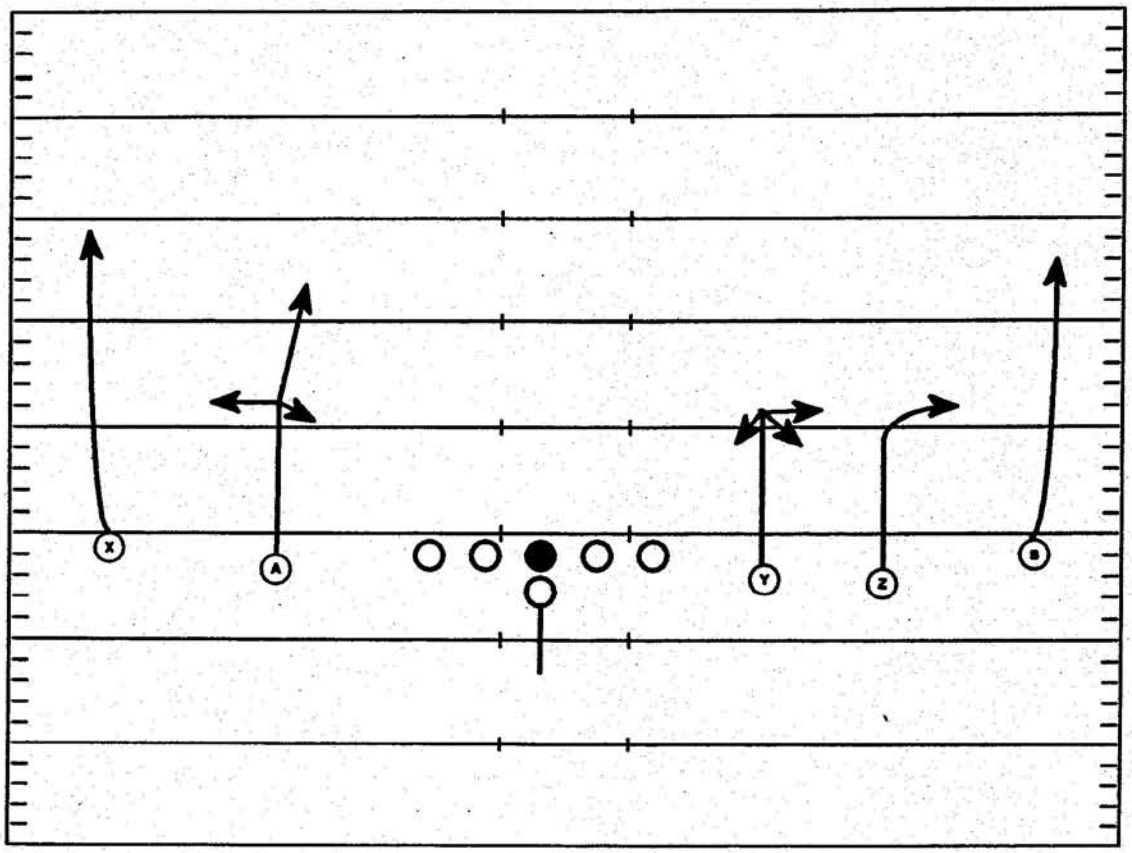
Z: Execute 6 yard Hook Route.

Y: Execute 6 yard Out Route.

A: Execute Outside Release Go Route.

B: Execute Outside Release Go Route.

D.C RT/LT 62/3 SCAT Y HOOK A OPTION



QB: COACHING POINT: Full 3 Step Drop. Base Progression of A-Y-Z. Alert for Displacement of WB & DB.

X: Execute Outside Release Go Route.

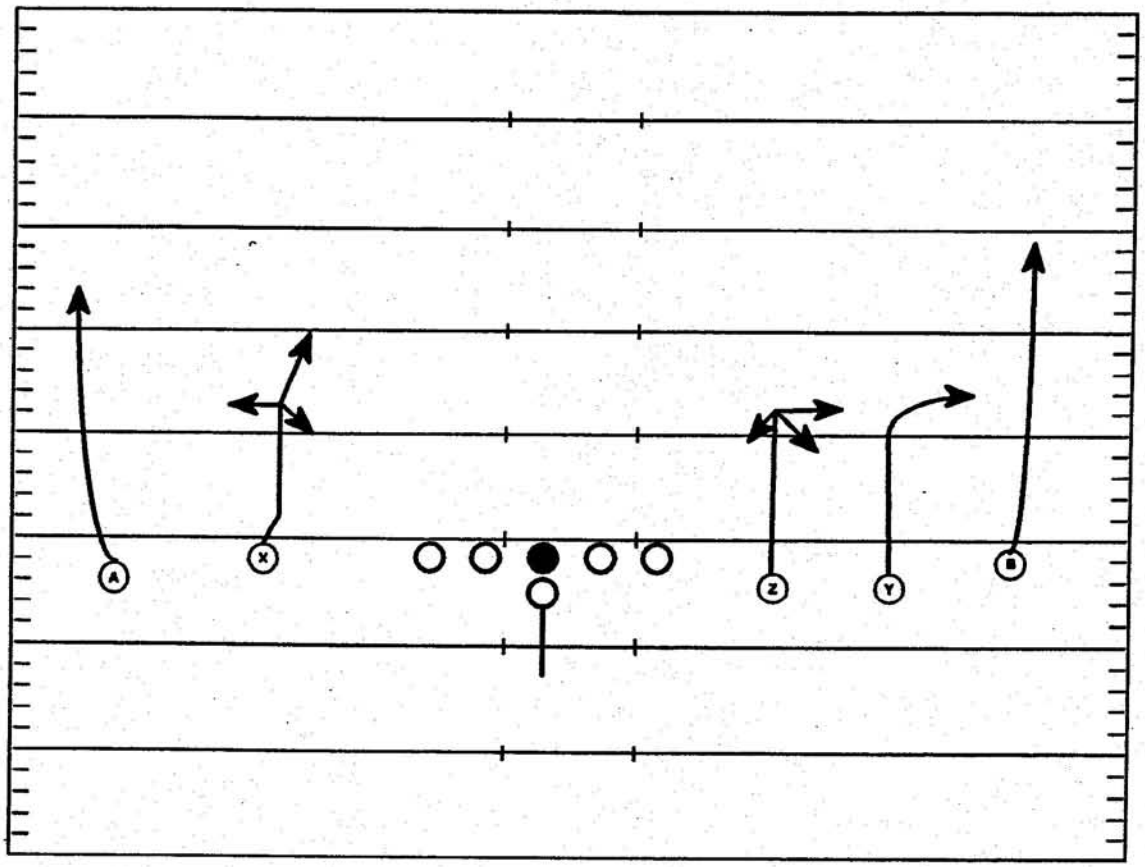
Z: Execute 6 yard Out Route.

Y: Execute Hook Route.

A: Execute Option Route.

B: Execute Outside Release Go Route.

BALT RT/LT 62/3 SCT Z HOOK X OPTION



QB: COACHING POINT: 3 Step Drop - Alert to L.B. Displacment work Z/Y-X

PROGRESSION 1. Z 2. X 3. R

X: Execute Out Go Route.

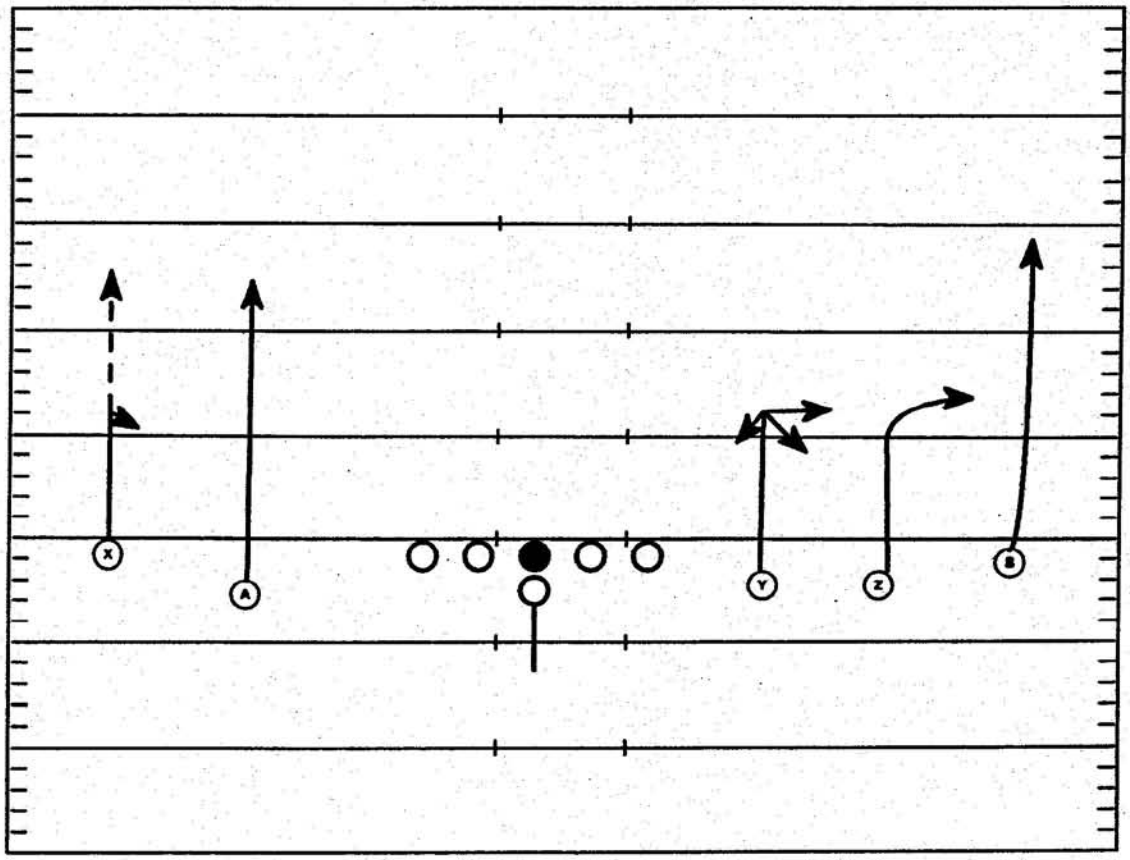
Z: Execute Inside Post Route.

Y: Block Protection *N/T* - Exeecute a Stop Route.

W: Execute Read Route.

R: Free Release - Execute 5 yard Flat Route.

D.C. RT/LT 62/3 SCAT Y HOOK X HITCH (NOW)



QB: COACHING POINT: 3 Step Drop - Take Hitch -Vs- off Corner. -Vs- jam or press comeback Y-Z.

X: Execute 6 Hitch Route.

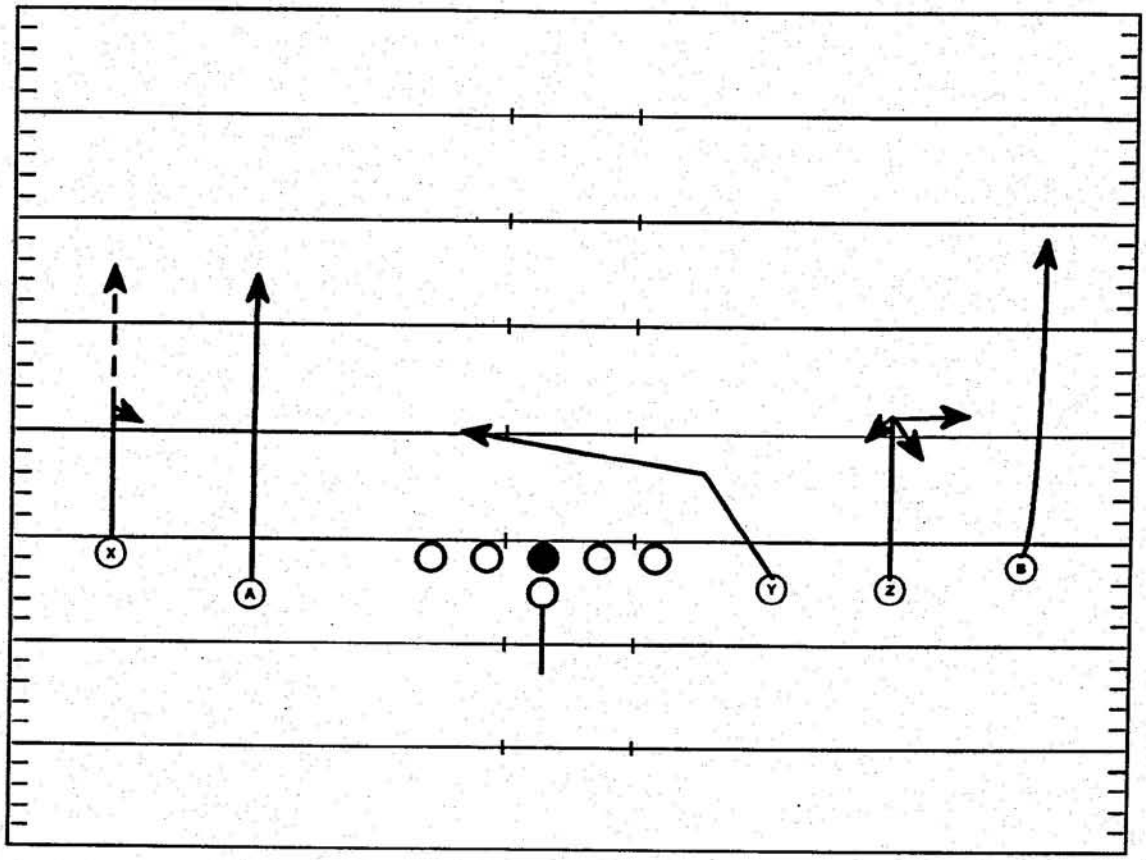
Z: Execute 6 yard Out Route.

Y: Execute 6 yard Hook Route.

A: Execute Seam Route.

B: Execute Outside Release Go Route.

D.C. RT/LT 62/3 SCAT Z HOOK X HITCH (NOW)



QB: COACHING POINT: 3 Step Drop - Take Hitch -Vs- off Corner. -Vs- jam or press comeback Y-Z.

X: Execute 6 Hitch Route.

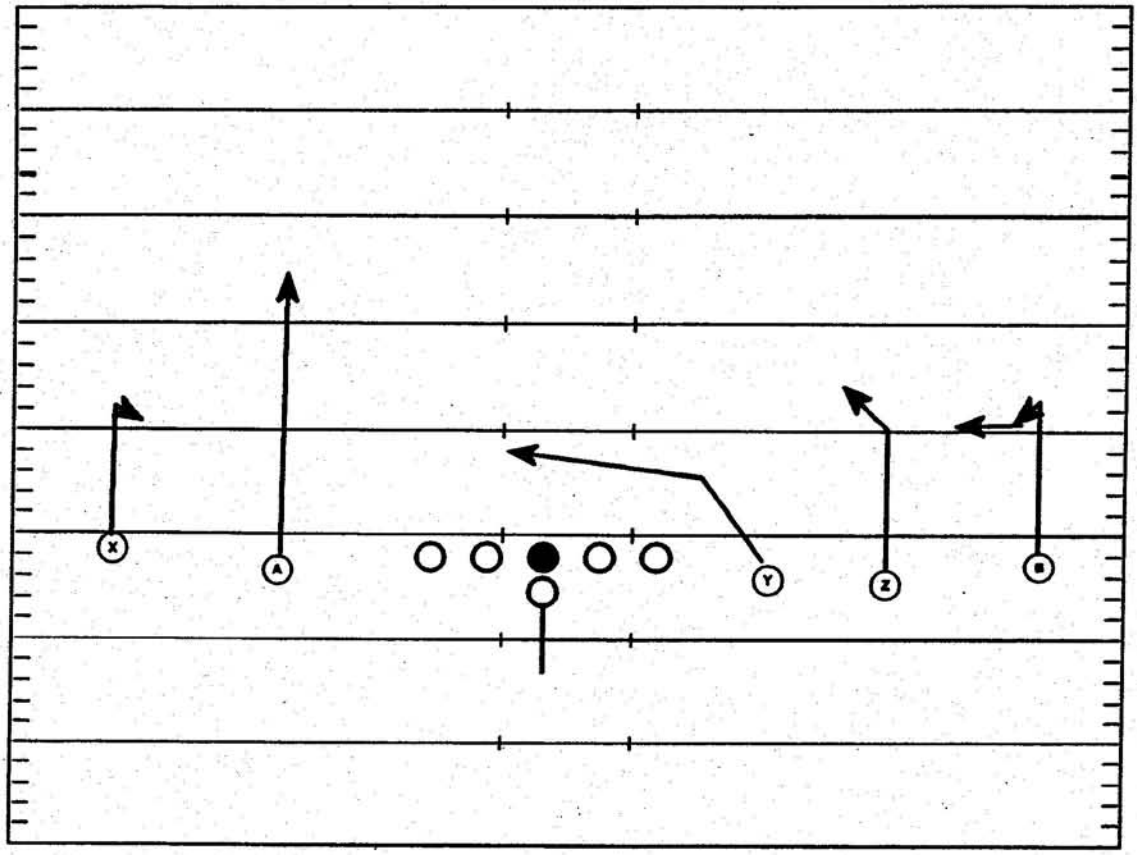
Z: Execute 6 yard Hook Route.

Y: Execute slant through inside shoulder of nearest LB.

A: Execute Seam Route.

B: Execute Outside Release Go Route.

D.C RT/LT 62/3 SCAT TRIPLE SLANT



QB: COACHING POINT: 3 Step Drop. Take Hitch -Vs- Off Corner. -Vs- Cover 2 Work Y-Z-B.

X: Execute Hitch Route.

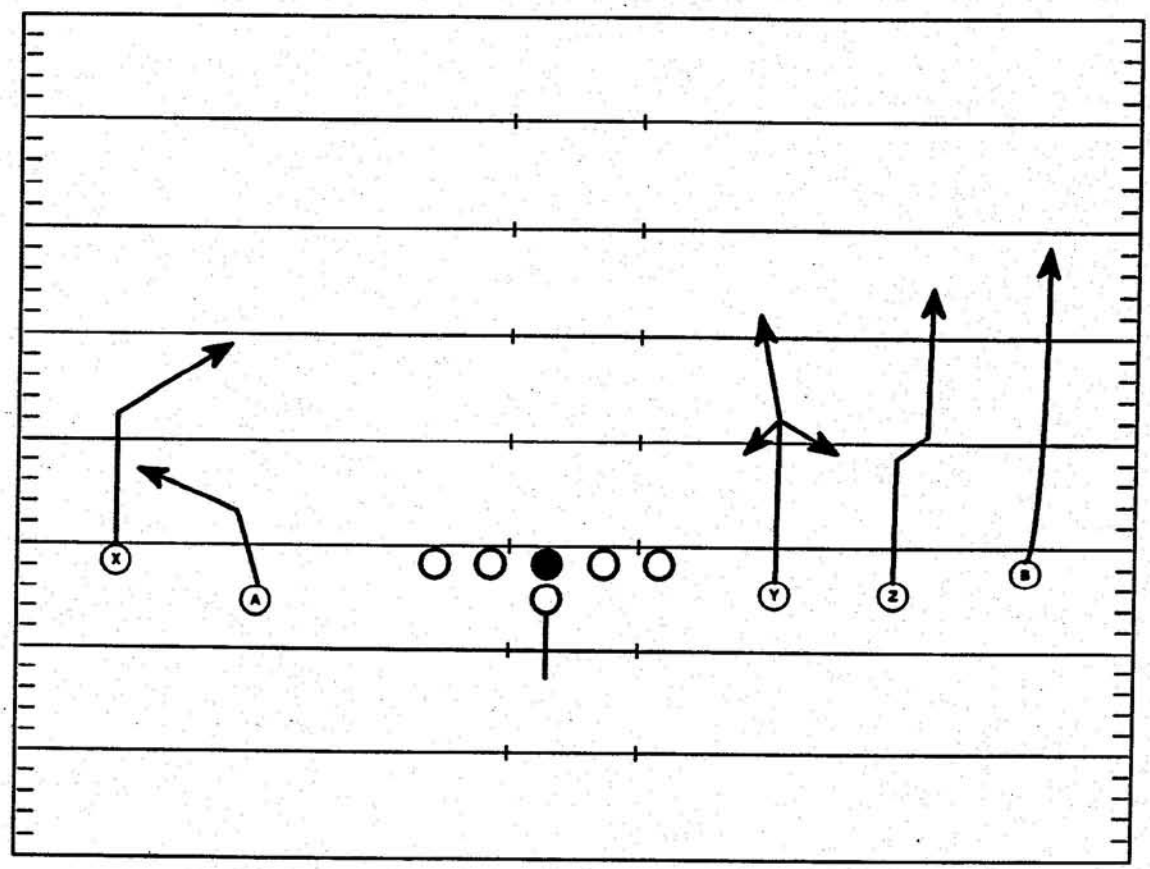
Z: Execute 3 Step Slant Route.

Y: Execute Slant Route through DB.

A: Execute Seam Route.

B: Execute Smash Route.

D.C. RT/LT 62/3 SCAT Y OPTION X SLANT



QB: COACHING POINT: 3 Step Drop - Vs- Cover 2 go to the Y on the Option Route. -Vs- Single High go X-R.

X: Execute 3 step Slant Route.

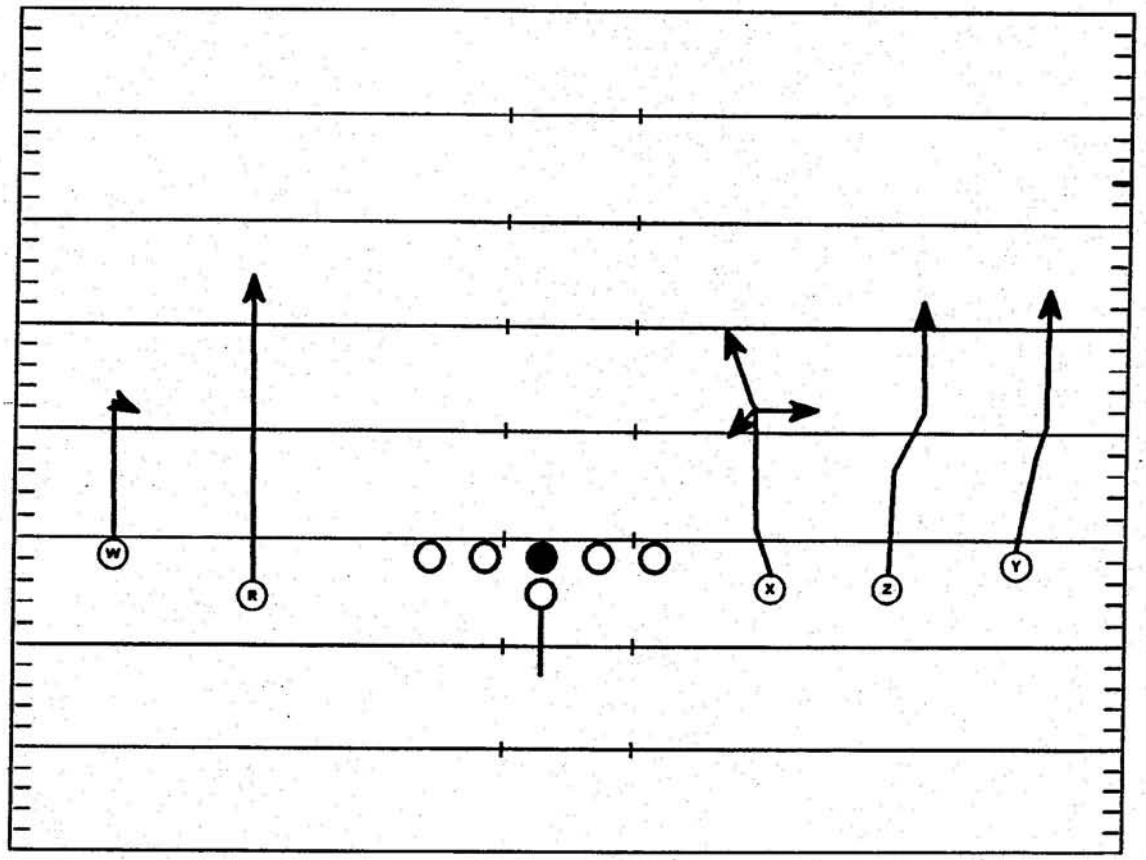
Z: Execute Seam Route.

Y: Execute Option Route.

A: Execute Arrow Route.

B: Execute Outside Release Go Route.

TAXI RT/LT R-UP 62/3 SCAT X OPTION W HITCH



QB: COACHING POINT: 3 Step Drop: Take Hitch -Vs- Off Coverage. -Vs- Jam or Pres Comeback to X on Option Route.

X: Execute 6 yard Option Route.

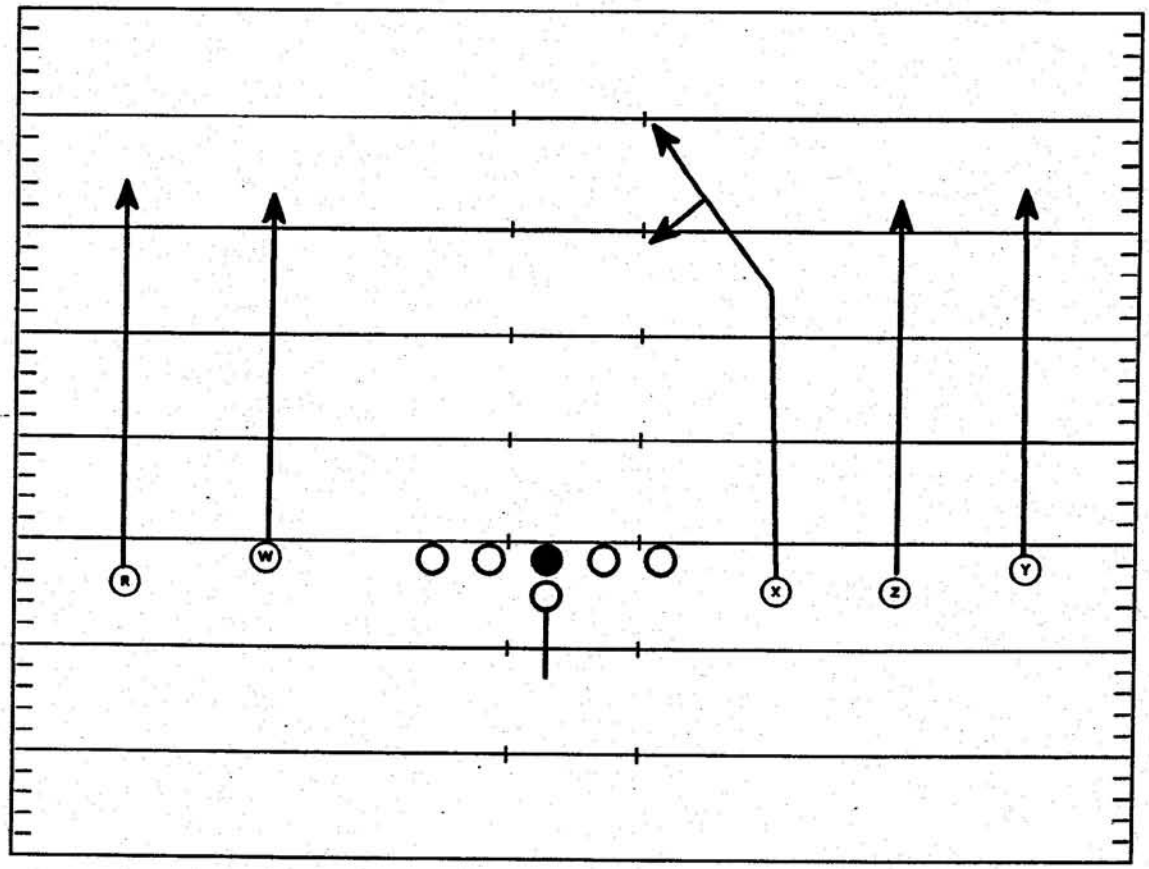
Z: Execute Seam Route.

Y: Execute Outside Release Go Route.

W: Execute Hitch Route.

R: Execute Seam Route.

TAXI RT/LT R-OUTSIDE 62/3 SCAT ALL GO X MIDDLE



QB: COACHING POINT: 5 Step Droop Combo Call. -Vs- Single High throw off of the movement of the Safety Z-X to W. -Vs- 2 High we want to get X down the Middle W-Y-R.

X: Execute Middle Read.

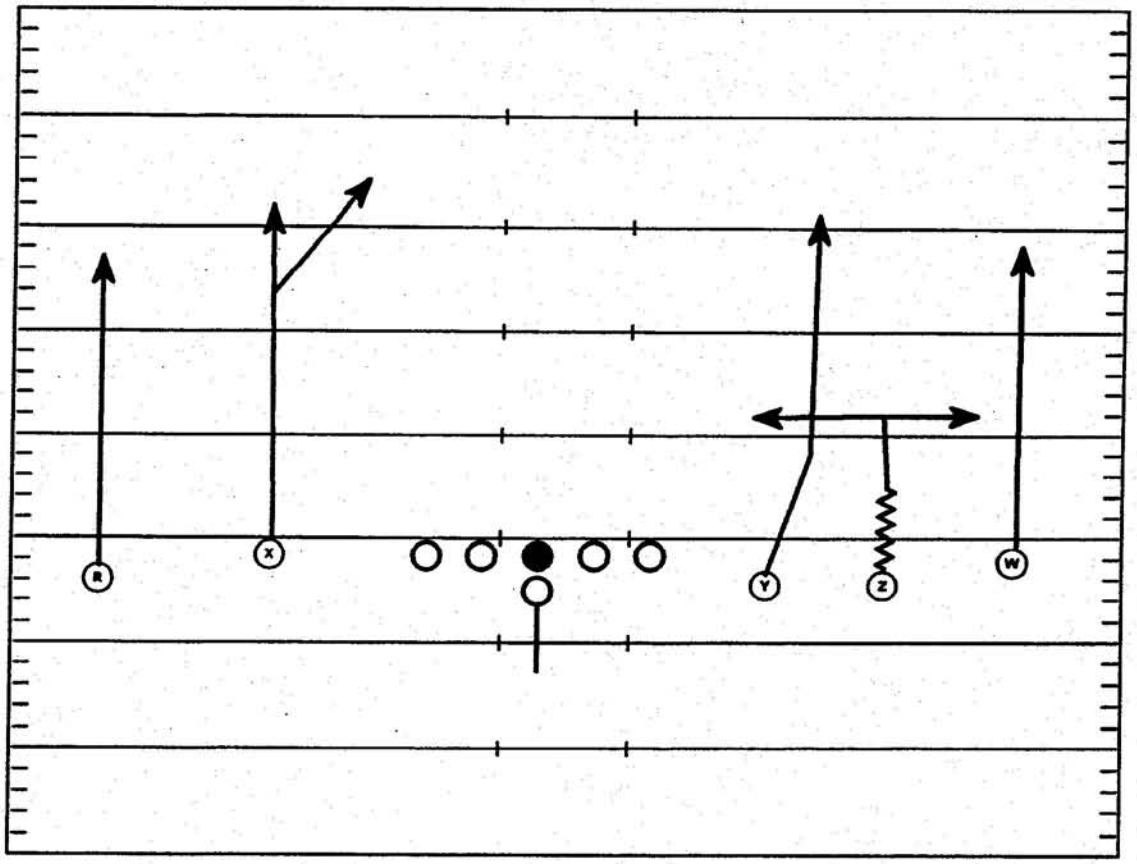
Z: Execute Go Route.

Y: Execute Go Route.

W: Execute Go Route.

R: Execute Go Route.

FLOOD RT/LT R OUTSIDE 62/3 SCAT Z



QB: COACHING POINT: 5 Step Drop Dble Seam Read to Z on Option Routes.

PROGRESSION: 1. X 2. Y 3. Z *ALERT -VS- Cover 2 X-R-Z.

X: Execute Seam Read.

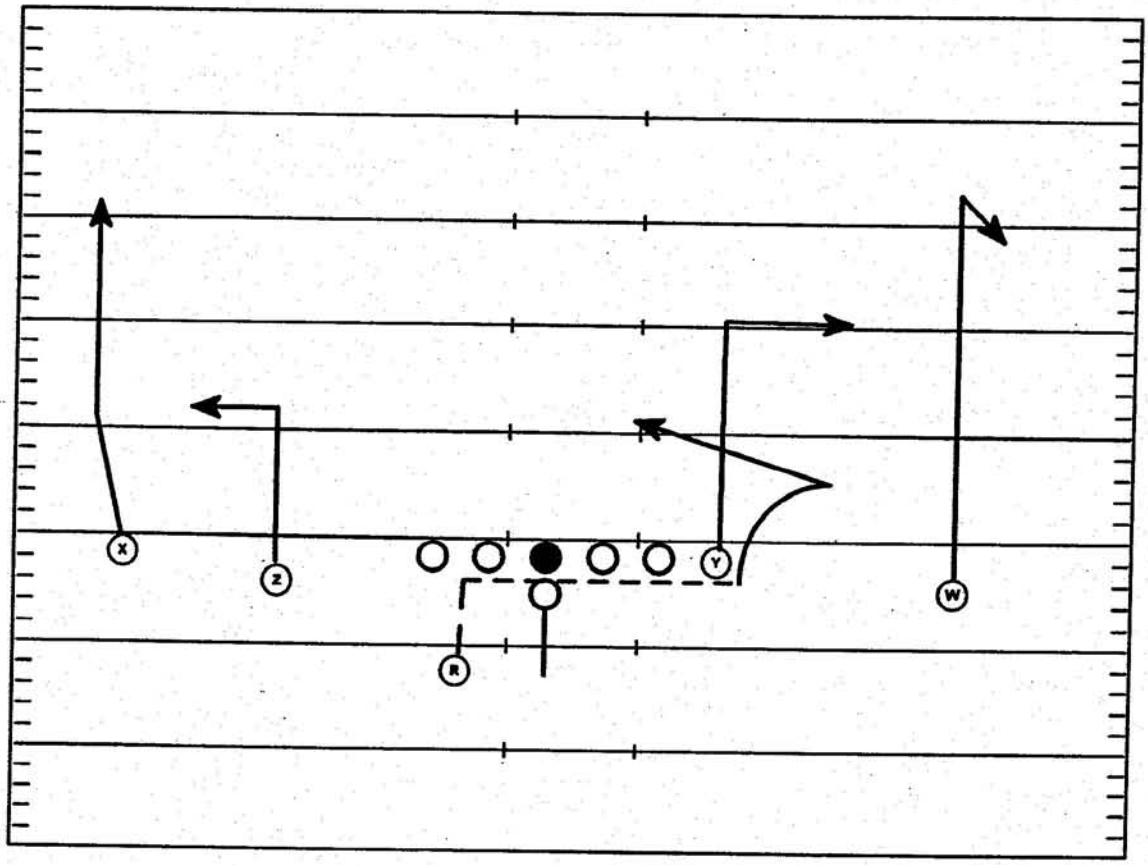
Z: Delay off LOS, Push 6 yards, Break In or Out Based of Defenders tech.

Y: Expand - Execute Seam Route.

W: Execute Outside Release Go Route,

R: Execute Outside Release Go Route.

2/3 SW R-MO 76/7 SCAT R ANGLE Y OUT



QB: COACHING POINT: 5 Step Drop. Base Progression Read R-Y-W. Be Alert for technique over Z to go X to Z.

X: Execute Outside Release Go Route.

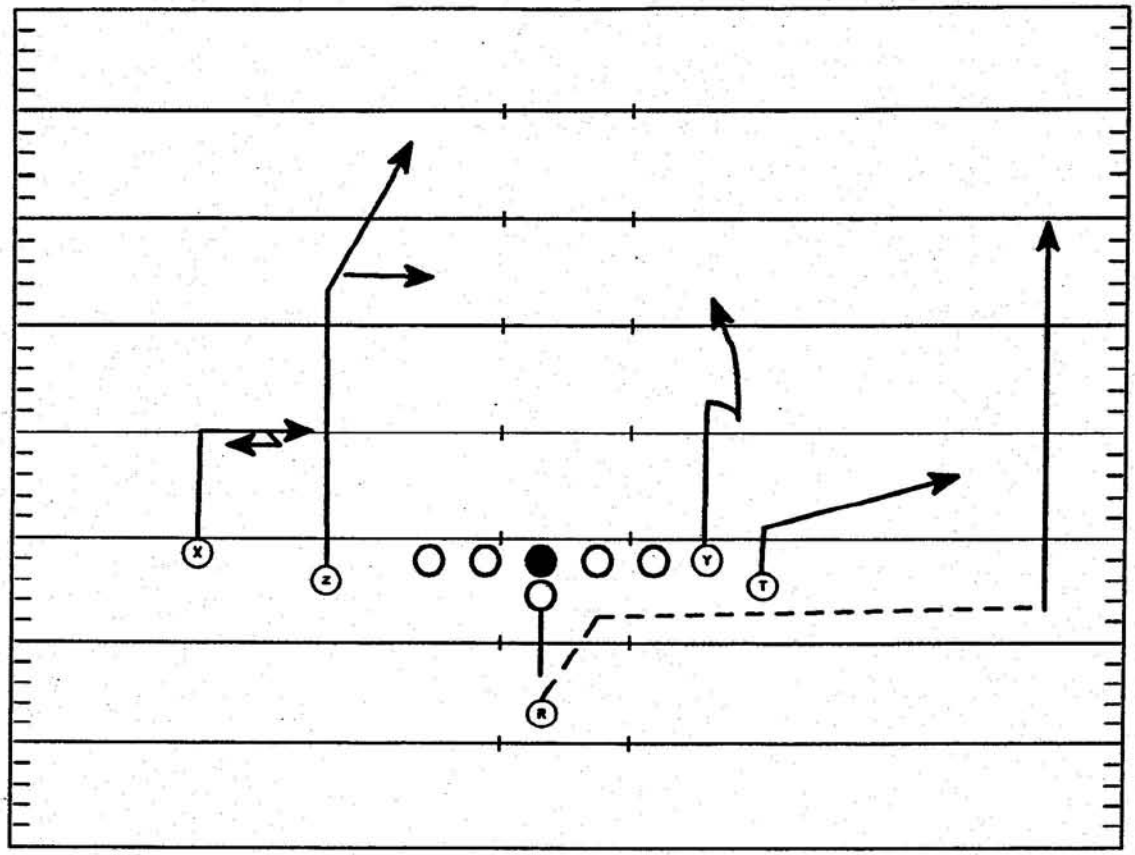
Z: Execute 6 yard out Route.

Y: Execute 10 yard Out Route.

W: Execute 16 yard Comeback Route.

R: Execute Angle Route.

0/1 FLOOD SLOT R MO 76/7 SCAT Y HOOK GO X SHALLOW



QB: COACHING POINT: 5 Step Drop. Progression Read of Y-T. Alert for Bracket on Y to go Backside Z-X.

X: Execute Shallow Route.

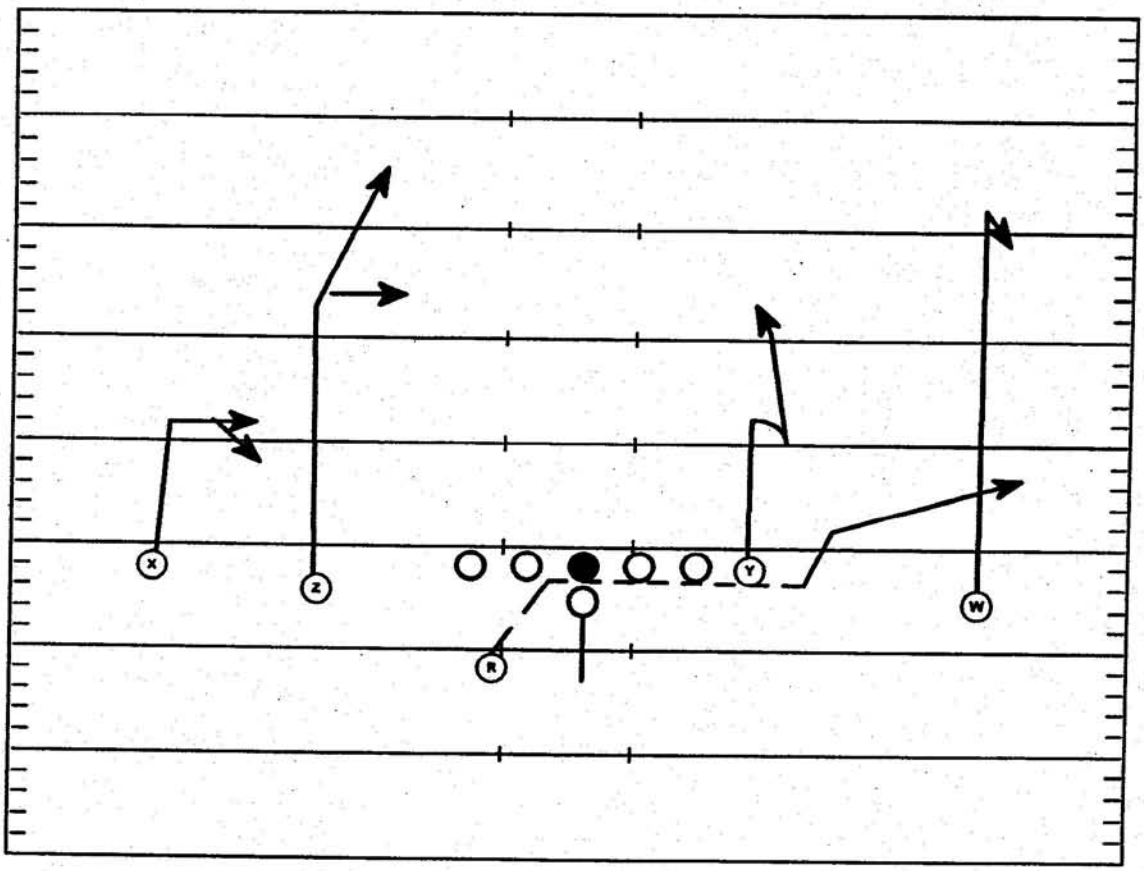
Z: Execute Inside Streak Read.

Y: Execute Hook Go Route.

T: Execute Diagonal Wheel.

R: Execute Outside Release Go Route.

2/3 SLOT WIDE R-MO 76/7 SCAT Y HOOK GO X SHALLOW



QB: COACHING POINT: 5 Step Drop. Progression Read of Y-R-W. Be Alert to Brack on Y, to Work Z-X.

X: Execute Shallow Route.

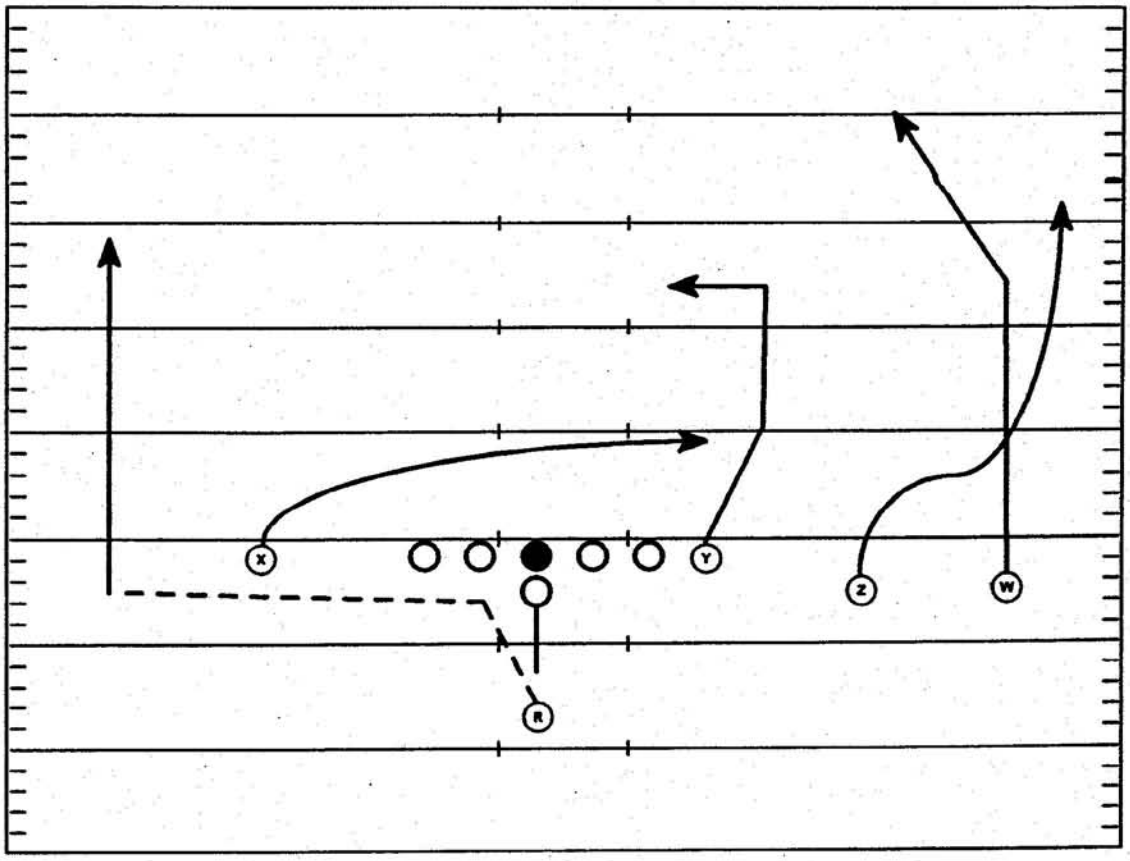
Z: Execute Inside Streak Read.

Y: Execute Hook Go Route.

W: Execute 16 yard Comeback Route.

R: Free Release - Execute Diagonal Route.

0/1 WDR R FLY 62/3 SCAT X DRIVE Z WHEEL



QB: COACHING POINT: 5-7 Step Drop - Base Progression Read of Y-X-R.

X: Execute Drive Route.

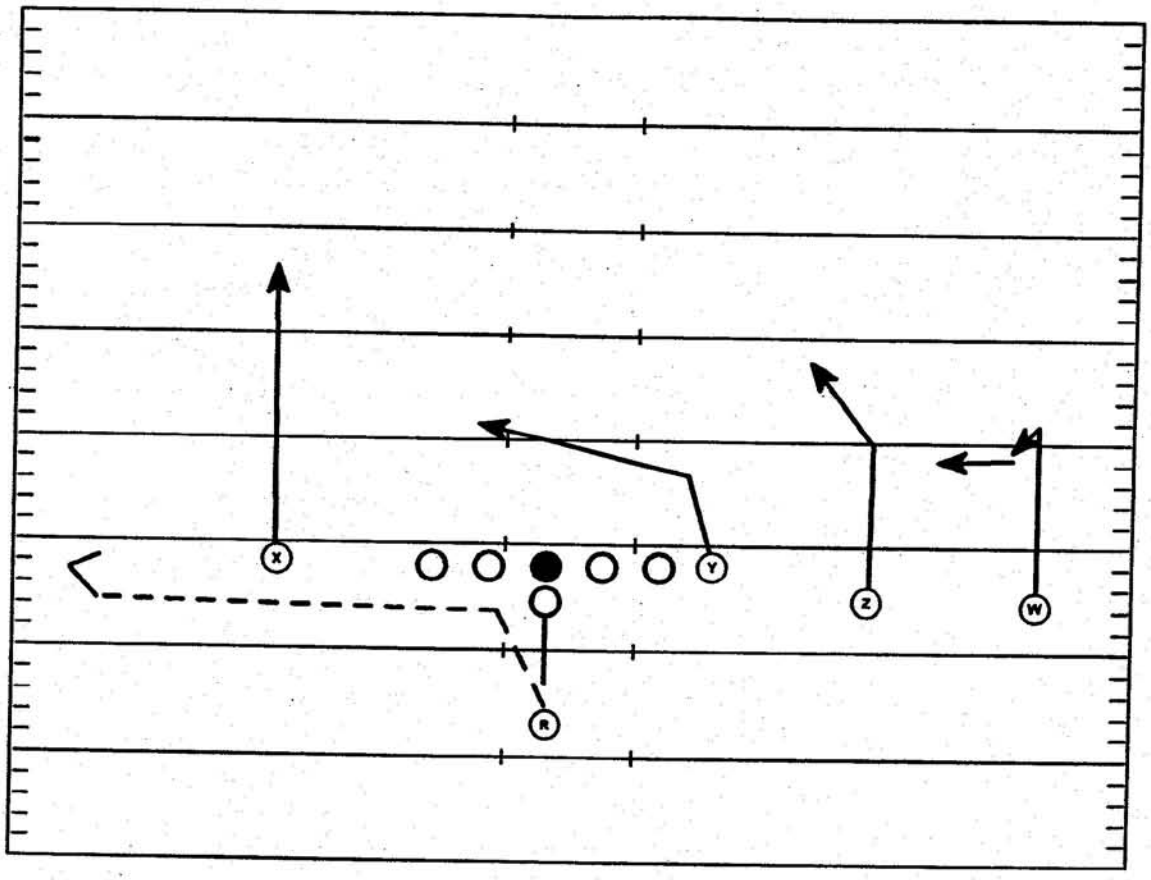
Z: Execute Flat Wheel Route.

Y: Execute 12 yard In Route.

T: Execute 12 yard Post Route.

R: Execute Go Route.

0/1 WDR R FLY 62/3 FM SCAT TRIPLE SLANT R NOW



QB: COACHING POINT: 1-3 Step Drop. -Vs- Off Coverage give the ball to R on No -Vs- Cover 2 Read Backside Y-Z-W.

X: Execute Seam Route.

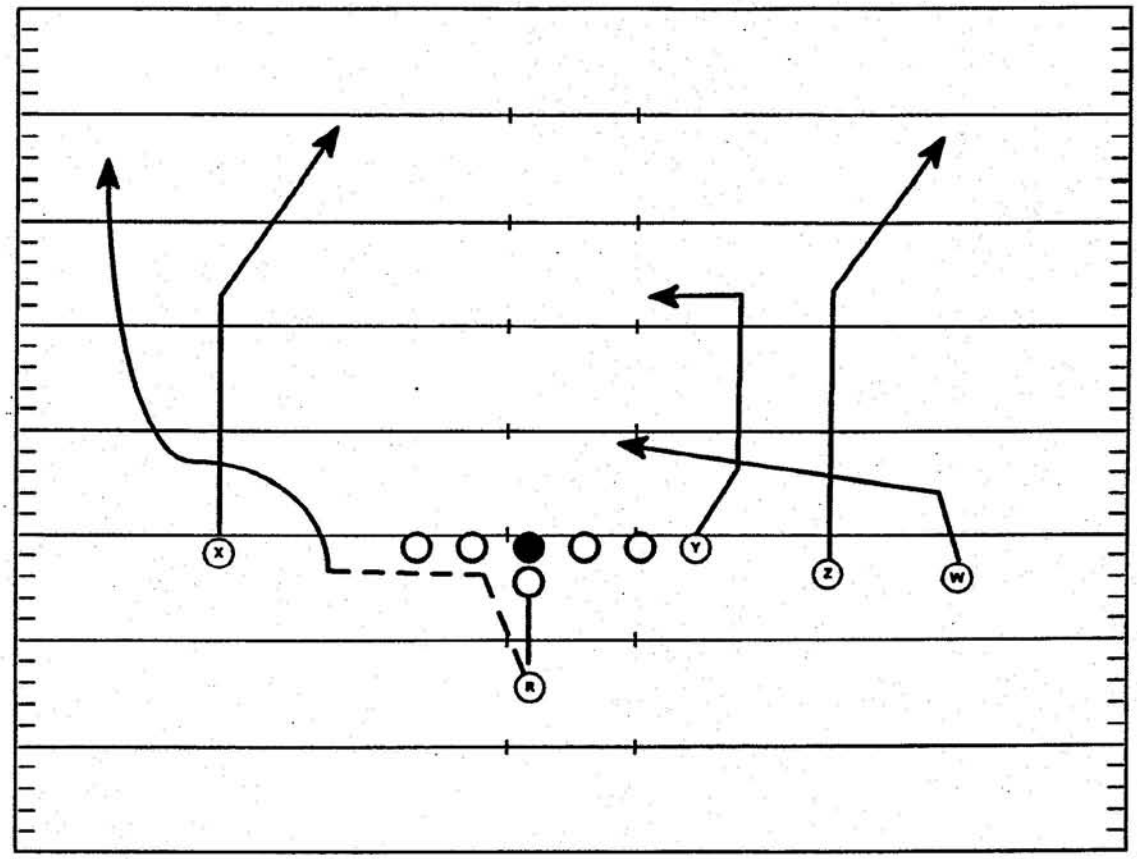
Z: Execute 3 Step Slant Route.

Y: Execute Drag through the inside shoulder of defender.

W: Execute Smash Route.

R: Execute Now Route.

8/9 WDR R FLY 62/3 SCAT W DRIVE R WHEEL



QB: COACHING POINT: 5 Step Drop - Base Progression Read of W-Y. BeAlertto Z on the Flag -Vs- Single High Press on W. *R is hot on diagonal before the wheel. Alert Z on Flag -Vs- press on W.

PROGRESSION 1. W 2. Y

X: Execute Post Route.

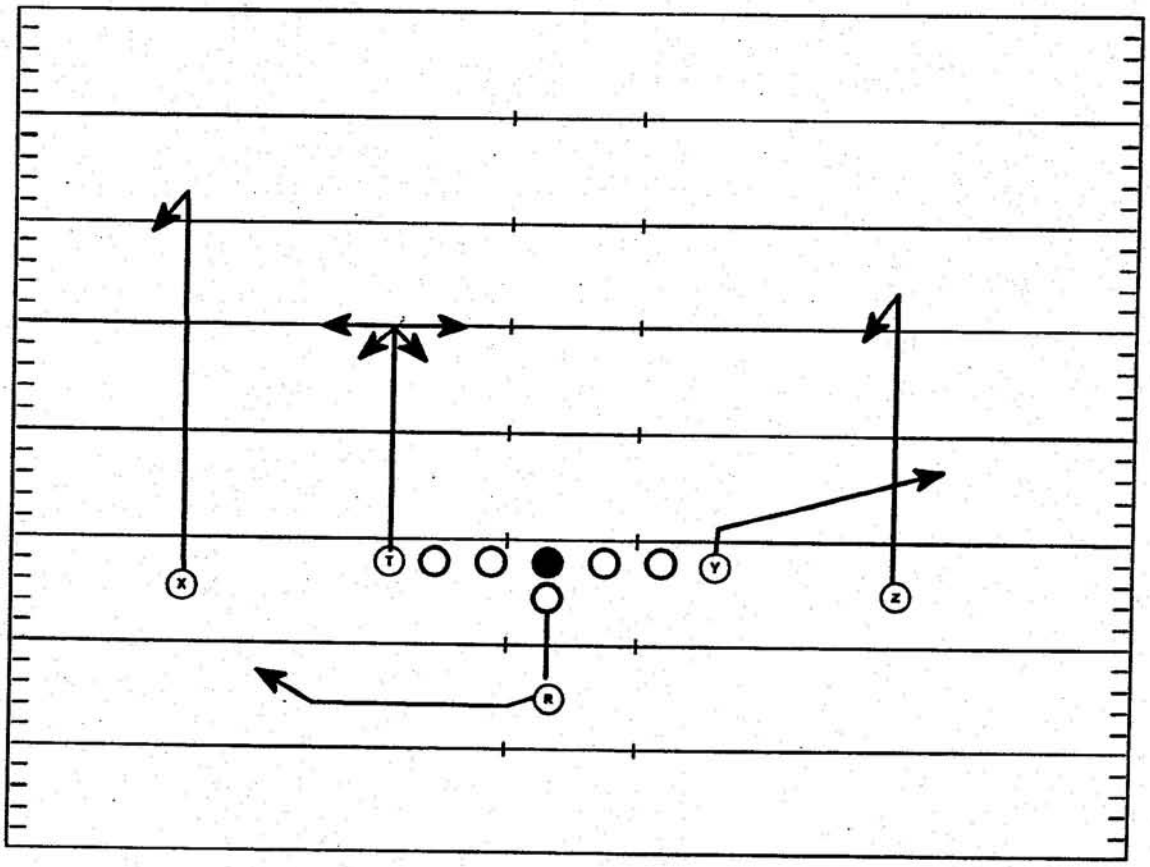
Z: Execute 12 yard Flag Route.

Y: Execute 12 yard In Route.

W: Execute Drive Route.

R: Motion to Out, Execute a Wheel Route.

0/1 ON 80/1 SCAT T OPTION



QB: COACHING POINT: Combo Call -Vs- 2 high Read T-R -Vs- 4 SKY go Z-Y.

PROGRESSION: 1. T/Z 2. R/Y

X: Max Plus Split. Execute 16 yard Comeback - Normal Conversions.

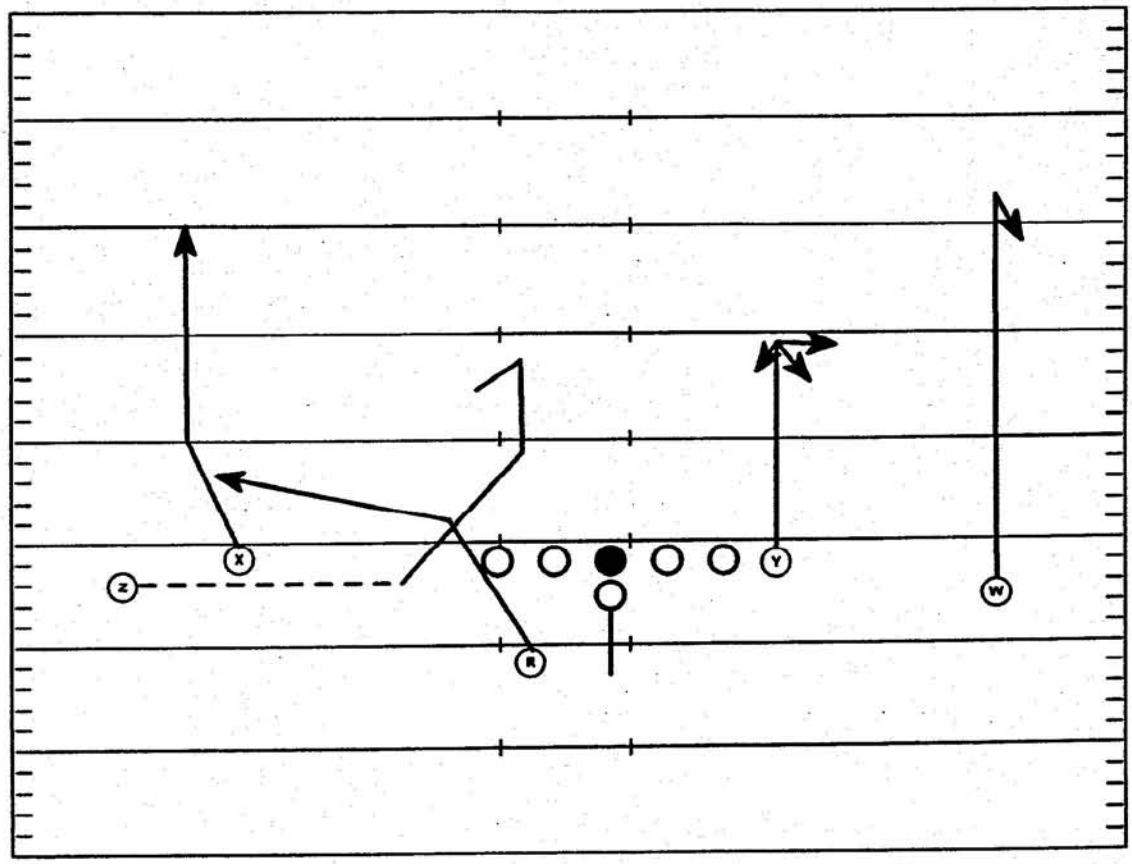
Z: Execute Semi Curl Route.

Y: Block Protection - N/T Execute Diagonal Route.

T: Execute 8-10 yard Option Route.

R: Free Release - Execute Swing Route.

2/3 TWINS WIDE ZHM 62/3 SCAT Z STICK Y HOOK



QB: COACHING POINT: Quick 5 step Drop. Across the board Read R-Z-Y.

PROGRESSION: 1. R 2.Z 3. Y

X: Execute Outside Release Go Route.

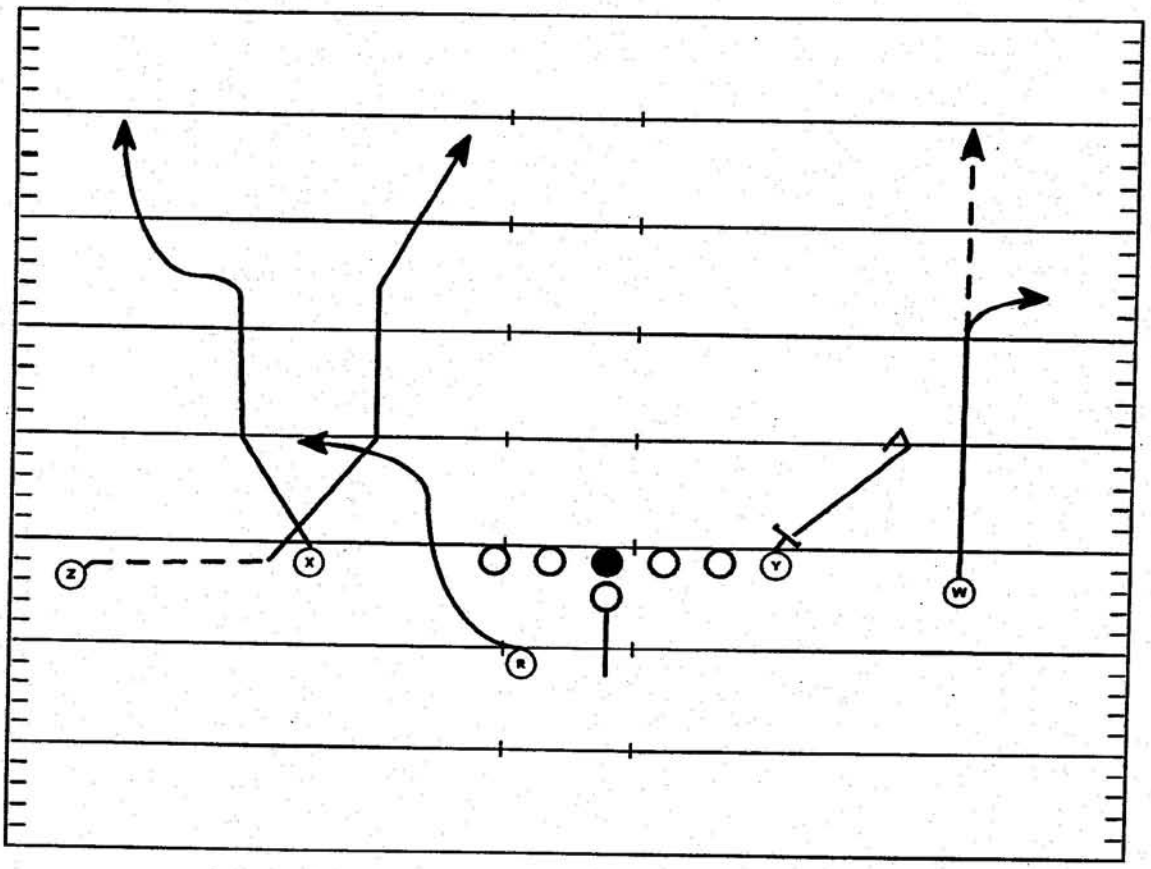
Z: Execute Stick Route.

Y: Execute 8-10 yard Hook Route.

W: Execute 16 yard Comeback Route.

R: Free Release - Execute Diagonal Route.

2/3 TWINS WIDE ZHM 80/1 SCAT X OUT GO



QB: COACHING POINT: 7 Step Drop - Base Progression of Z-X-R. Alert to W 1 on 1 for Read.

PROGRESSION 1. Z 2. X 3. R

X: Execute Out Go Route.

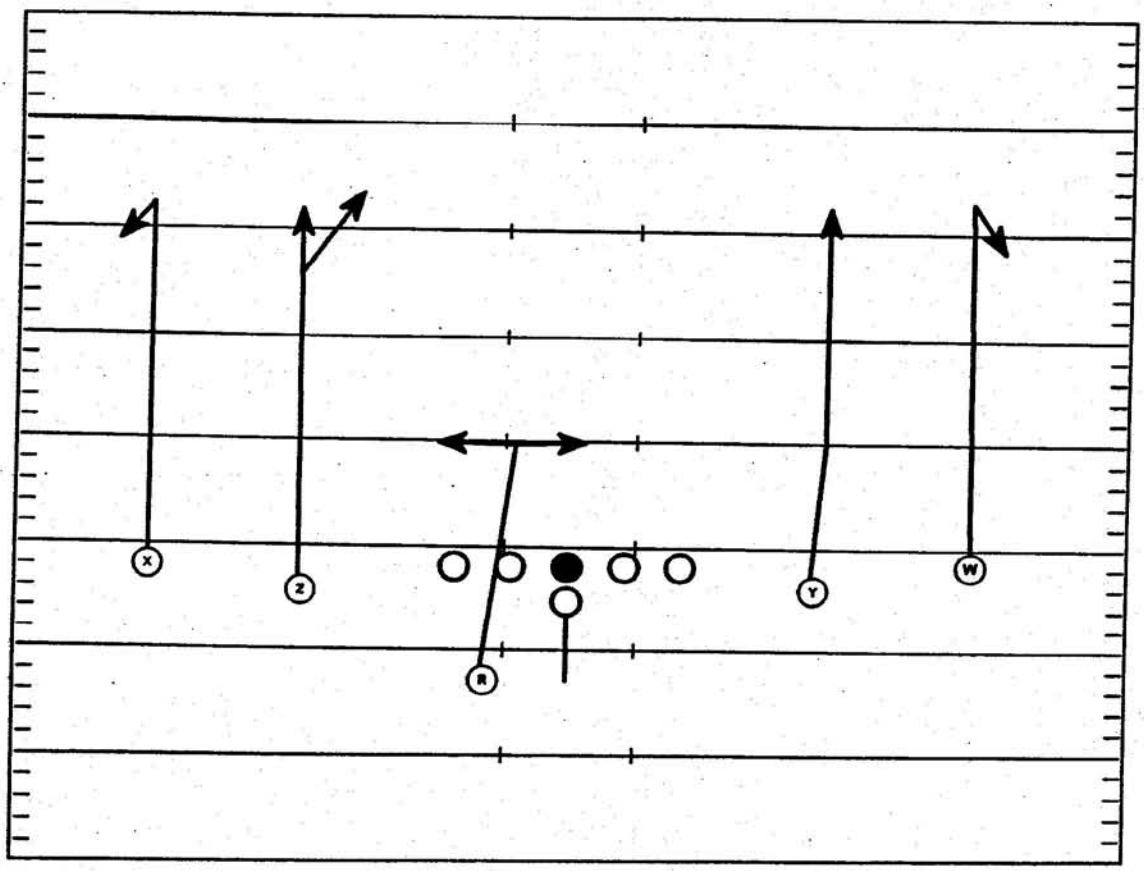
Z: Execute Inside Post Route.

Y: Block Protection N/ - Exeecute a Stop Route.

W: Execute Read Route.

R: Free Release - Execute 5 yard Flat Route.

HALF RT/LT 62/3 SCAT



QB: COACHING POINT: 5 Step Drop. -vs- Single High go X-R, -vs- 2 High go R-Z

X: Execute 16 yard Comeback Route.

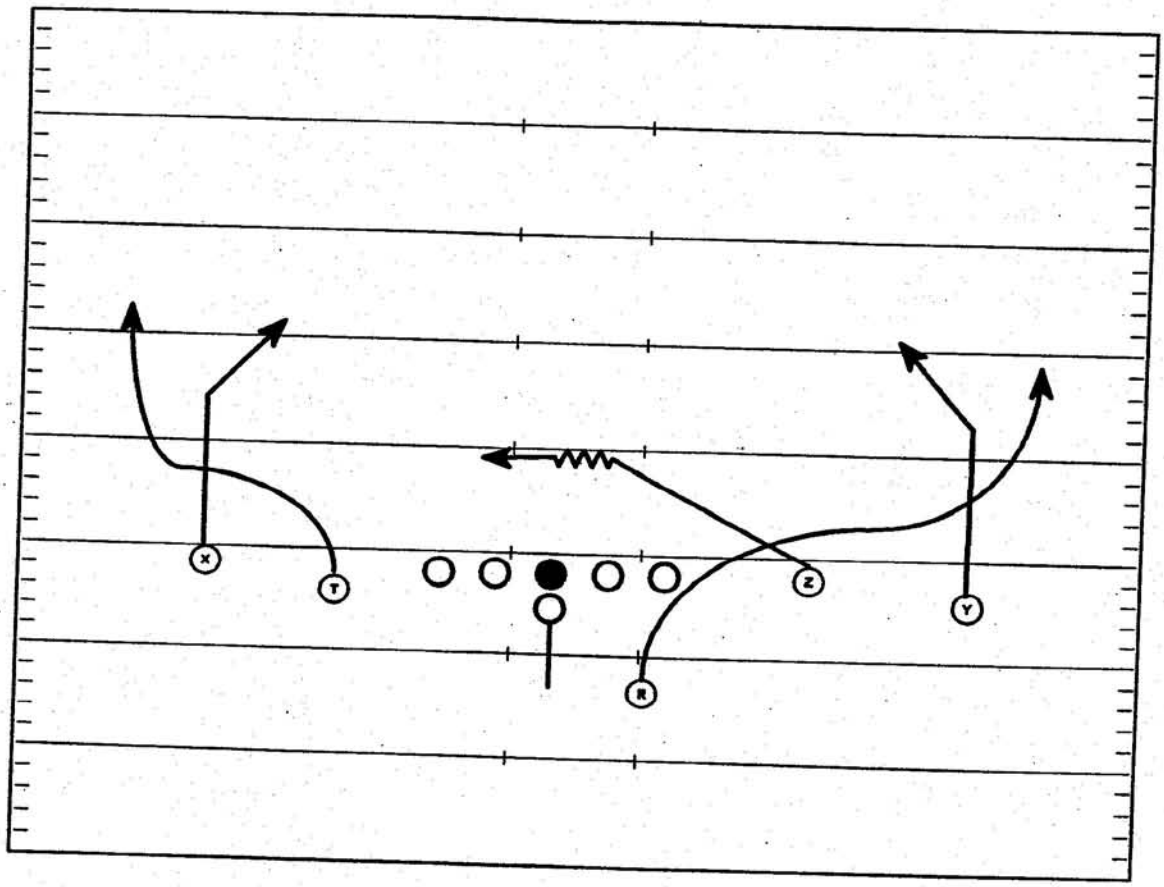
Z: Execute Seam Read.

Y: Execute Seam Route.

W: Execute 16 yard Comeback Route.

R: Free Release - Execute Option Route.

8/9 SPLIT OUT 76/7 SCAT Z LOOK AND DRAG



QB: COACHING POINT: Quick 5 Step Drop. Hot to T / A in Flat. Check X on Quick Post to Z on Look and Drag.

X: Execute a 5 Step Post.

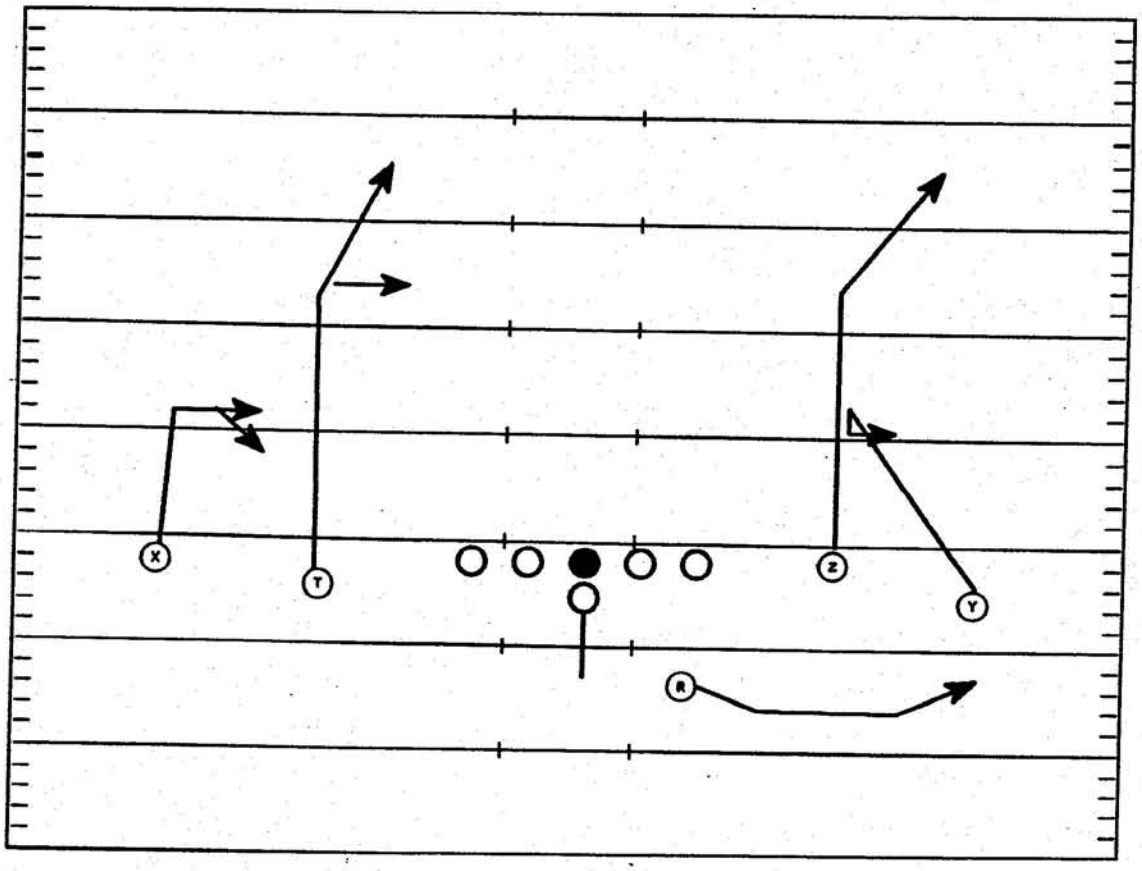
Z: Execute Look and Drag.

Y: Execute 5 Step Post.

T: Execute Diagonal Wheel - Look on Diagonal then Run Wheel.

R: Free Release Execute Diagonal Wheel - Look on Diagonal then Run Wheel.

8/9 SPLIT OUT 76/7 SCAT Y SNAG X SHALLOW



QB: COACHING POINT: 5 Step Drop. Work Snag Side Vs. Single high. Work Shallow side Vs.2 High.

X: Max Split. Execute Shallow Route.

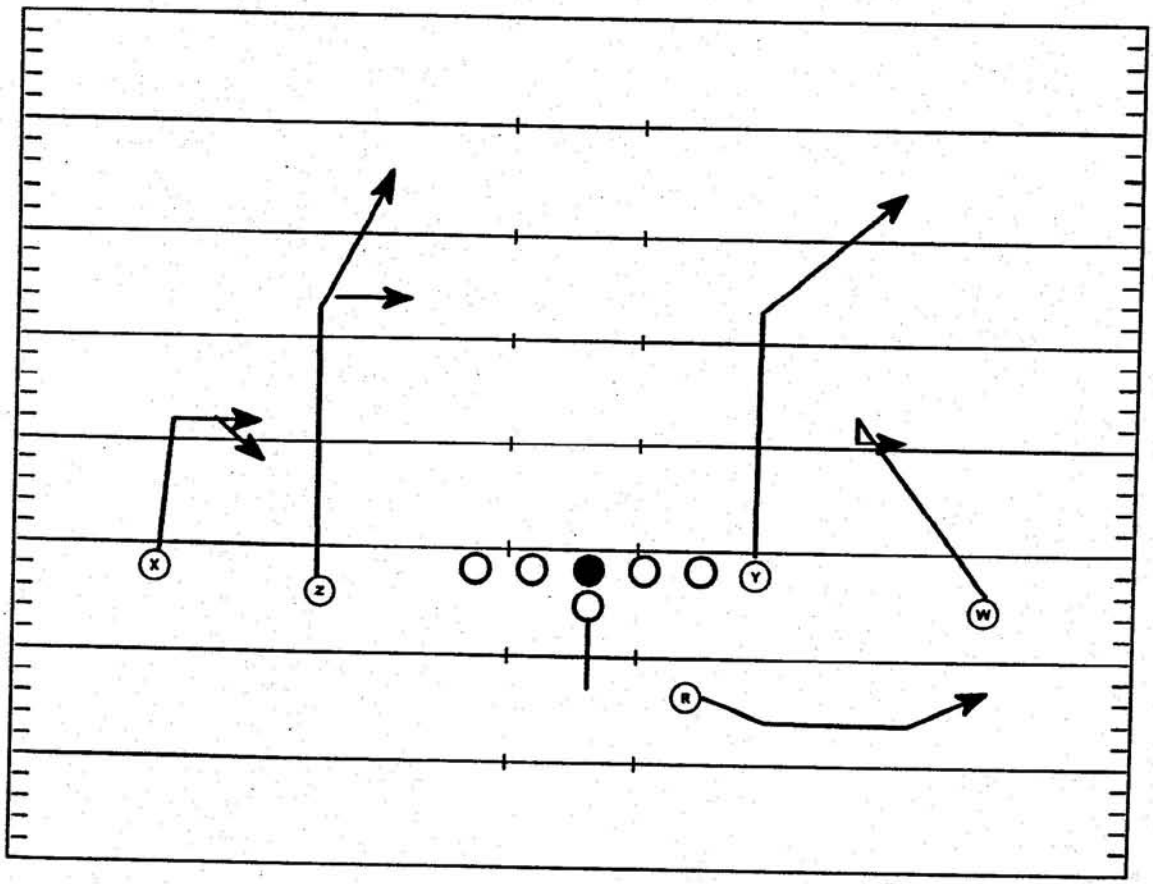
Z: Execute 12 yard Flag Route.

Y: Execute Snag Route.

T: Execute Inside Streak Read.

R: Free Release - Execute Swing Route.

8/9 SLOT WIDE 76/7 SCAT W SNAG X SHALLOW



QB: COACHING POINT: 5 Step Drop. Work Snag Side Vs. Single high. Work Shallow side Vs.2 High.

X: Max Split. Execute Shallow Route.

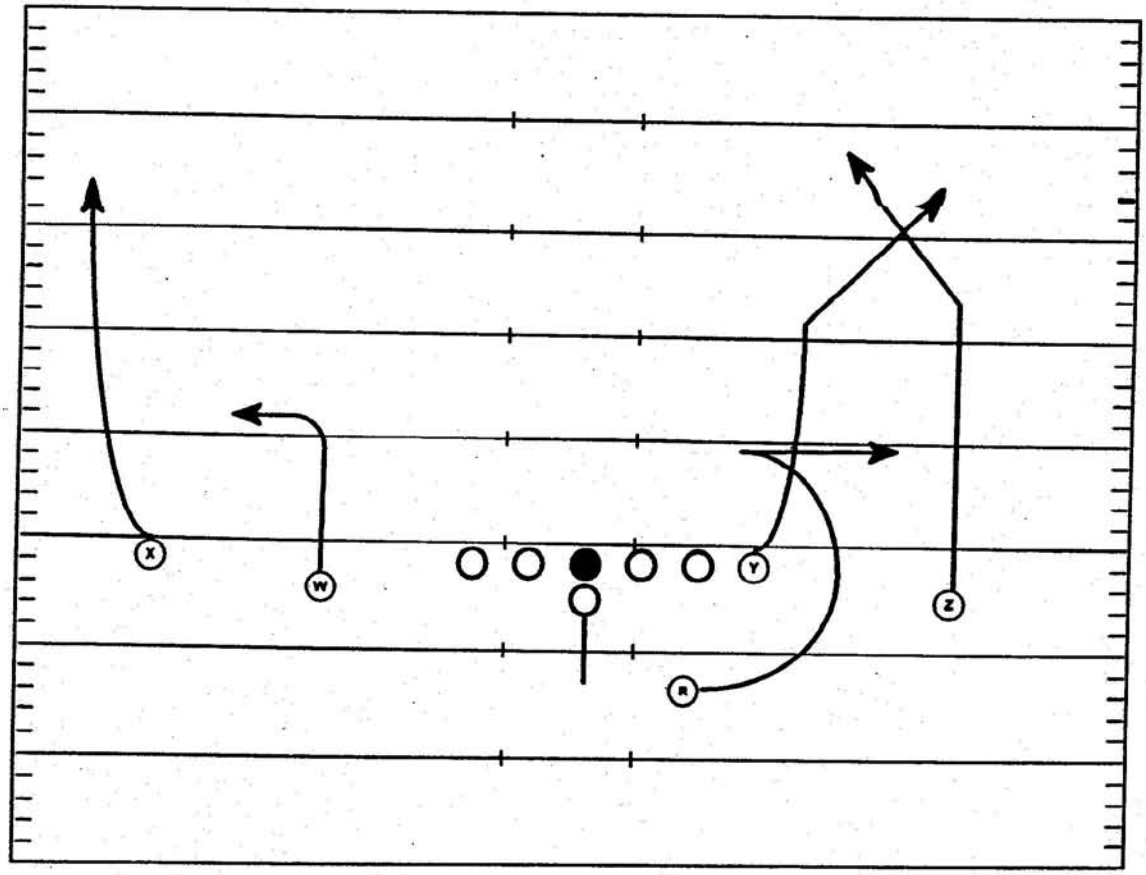
Z: Execute Inside Streak Read.

Y: Execute 12 yard Flag Route.

W: Execute Snag Route.

R: Free Release - Execute Swing Route.

8/9 OUT 76/7 SCAT Z POST Y FLAG



QB: COACHING POINT: 5 Step Drop. -Vs- Quarters orSinglr High work Z-Y-R. -Vs- Cover 2 work X-W.

X: Execute Outside Release Go Route.

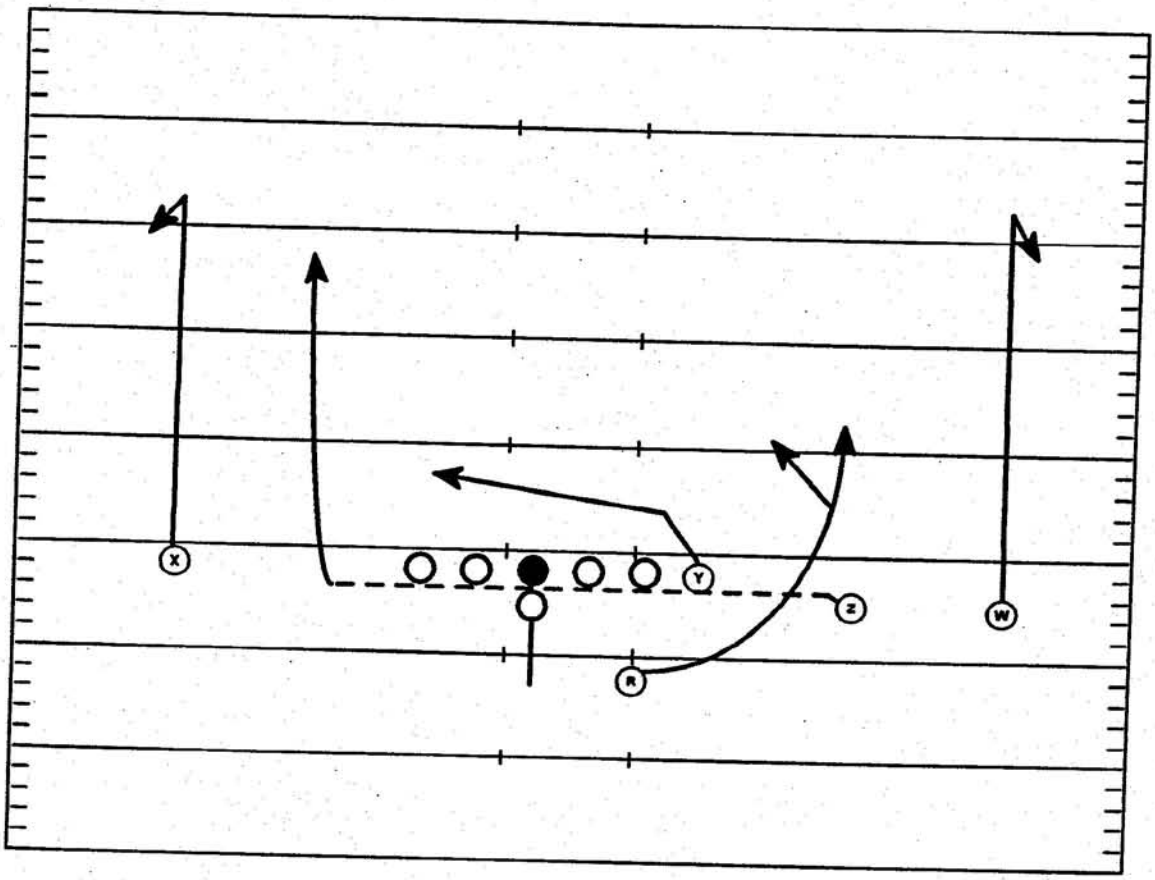
Z: Execute Post Route.

Y: Execute Flag Route.

W: Execute 6 yard Out Route.

R: Free Release - Execute Pivot Route

8/9 WIDER Z FLY 76/7 SCAT CB R CLOSE



QB: COACHING POINT: 5 Drop - Progression Read of Y-R-X/W. r Will either stay the seam or slant.

PROGRESSION: 1. Y 2.R 3. X/W

X: Execute 16 yard Comeback - Normal Conversions.

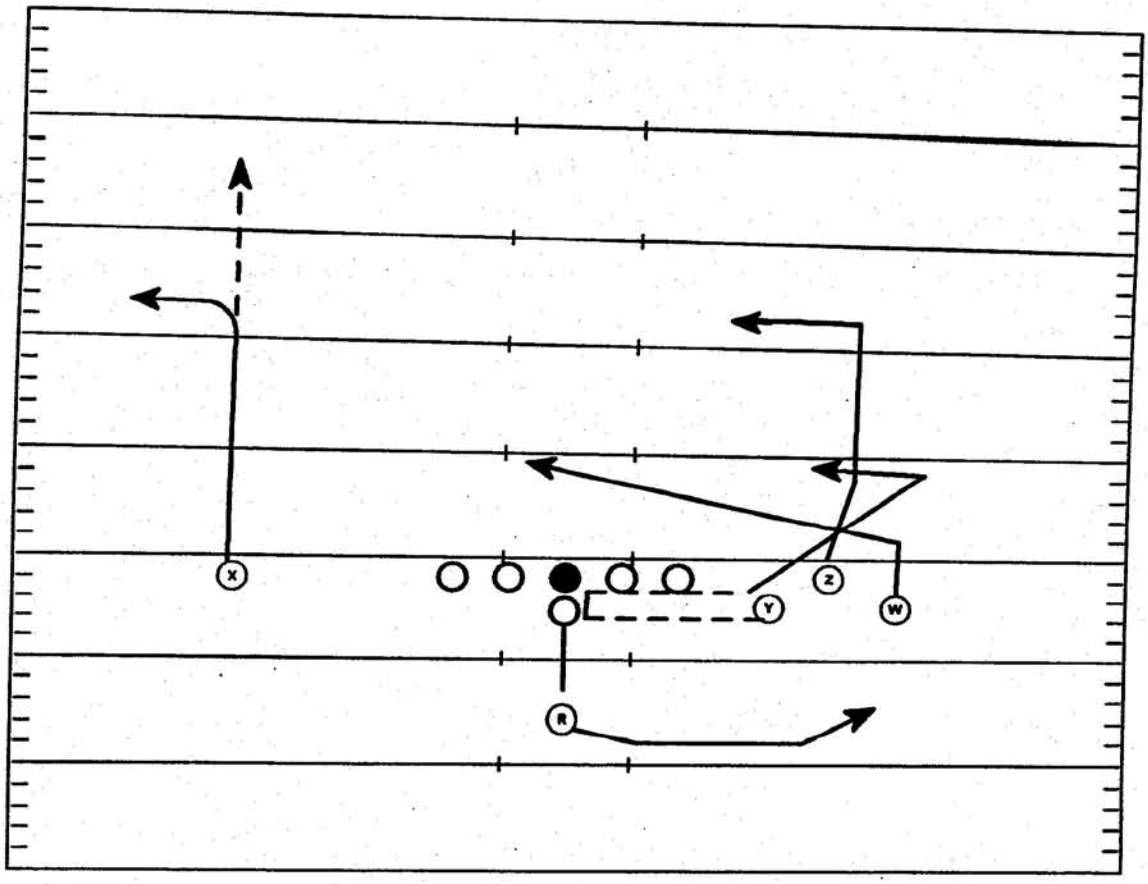
Z: Execute Seam Route.

Y: Execute Drag Route.

W: Execute 16 yard Comeback Route.

R: Free Release - Execute Close Route.

FLOOD RT/LT BUNCH 76/7 SCAT X READ Y TRAIL



QB: COACHING POINT: 5 to 7 Step Drop. Must be ready to hit your 5th step and throw the semi to X. -Vs- Cover 2 eliminate X Read W-Z-Y.

X: Execute a Read Route.

Z: Execute 12 yard In Route.

Y: Execute Trail Route.

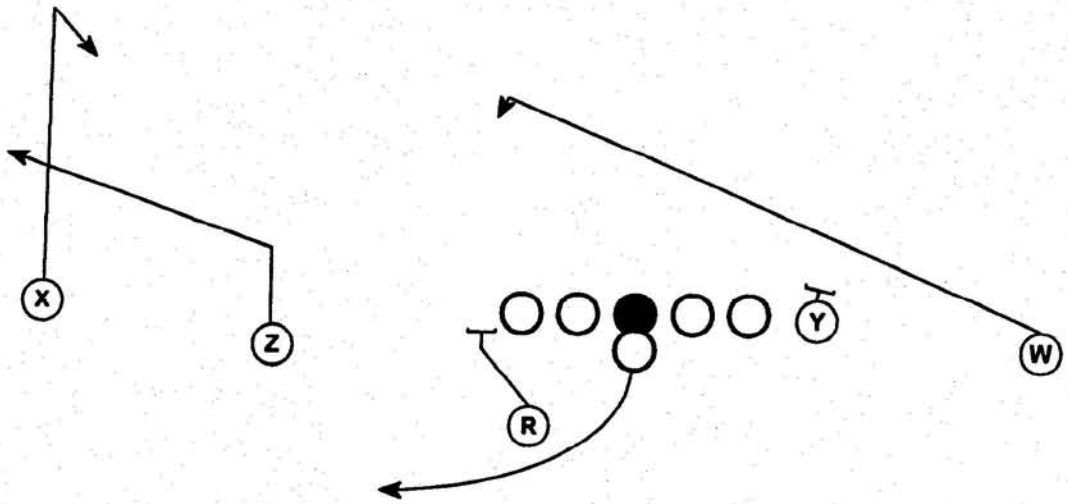
W: Execute Level Route.

R: Free Release - Execute Swing Route.

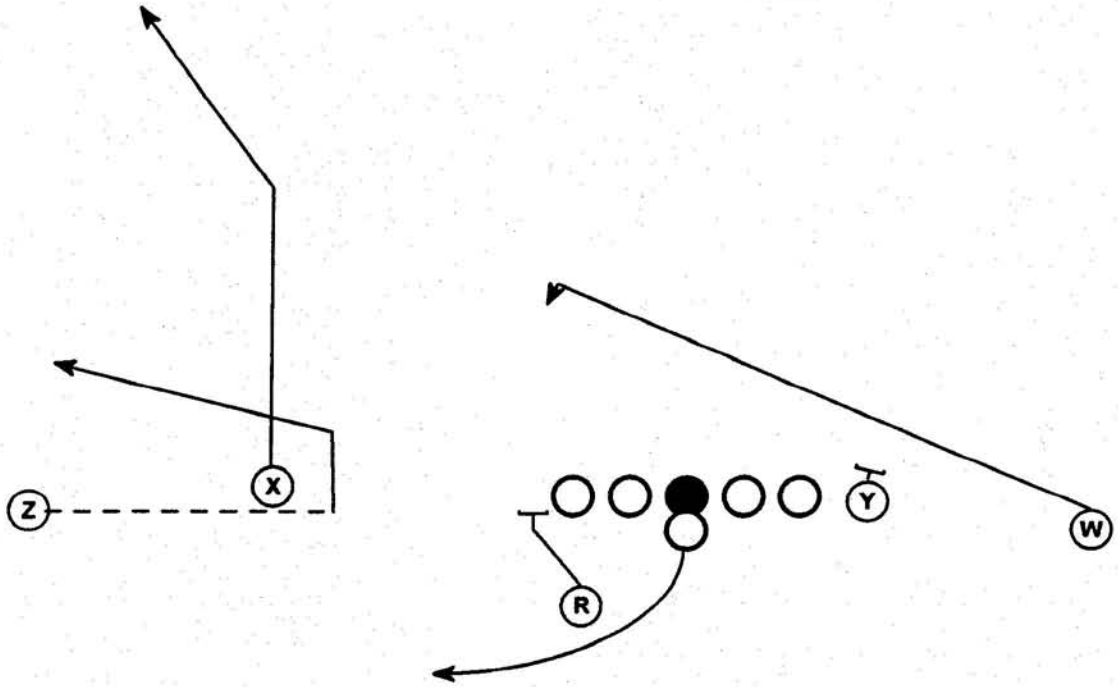
2001 - 200'S

1. 209/8
2. 209/8 (X FLAG)
3. 209/8 Z OUT
4. 209/8 SMASH
5. 218/19
6. 218/19 SMASH
7. 218/9 Z OUT
8. 258/9 SQUIRREL
9. 258/9 THROWBACK

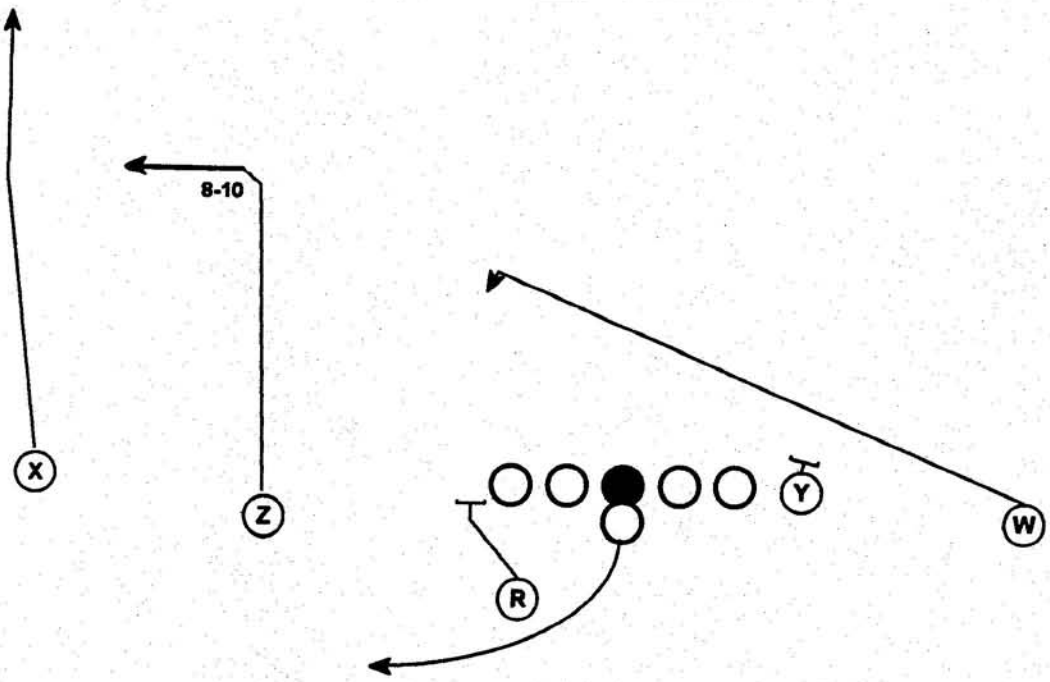
209/8



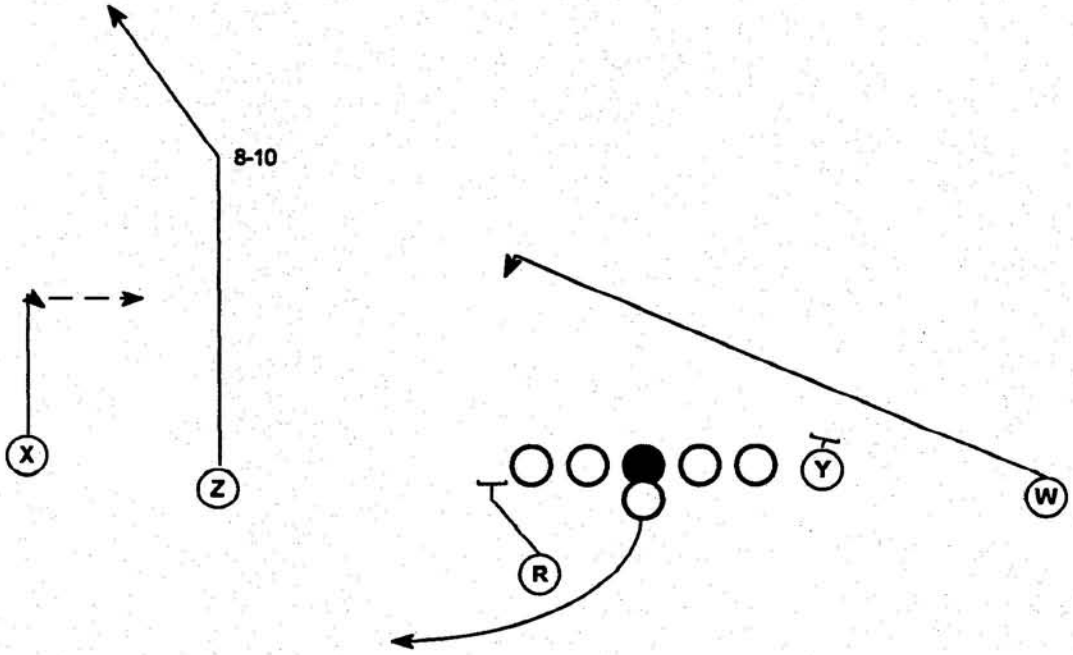
209/8 X FLAG



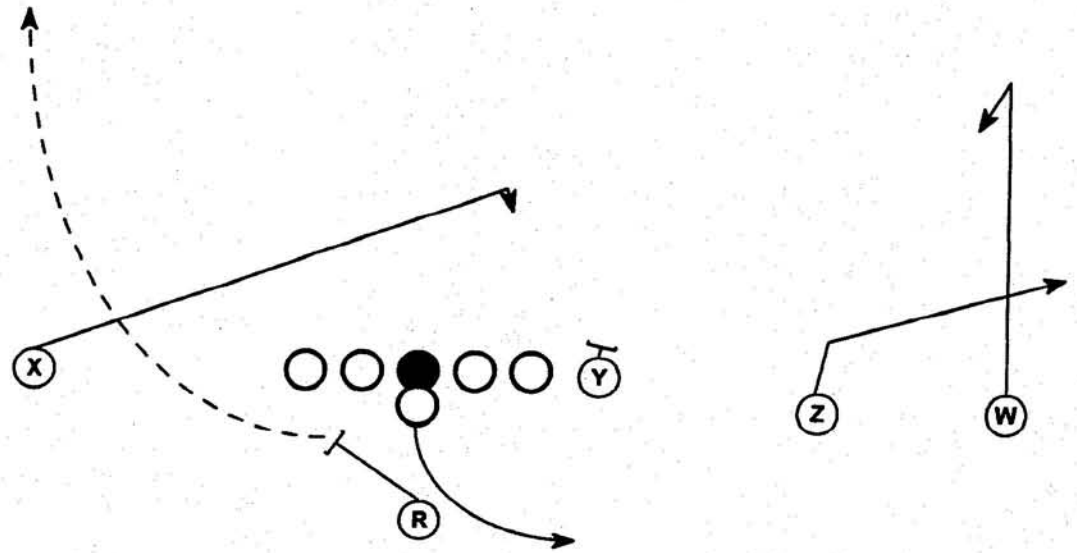
209/8 Z OUT



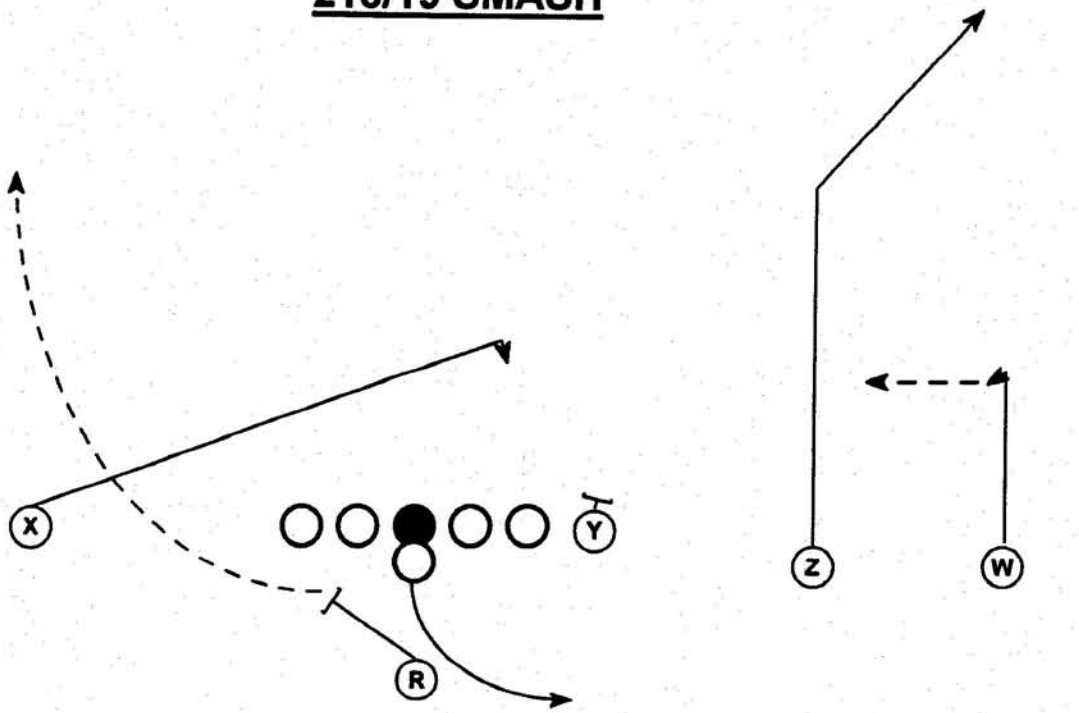
209/8 SMASH



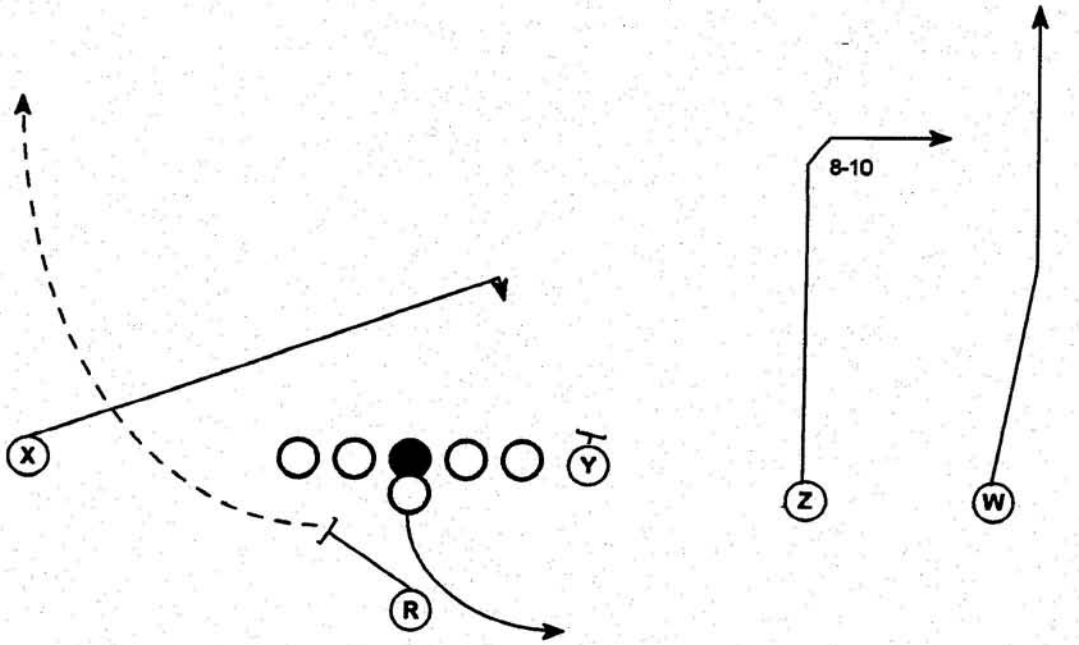
218/219



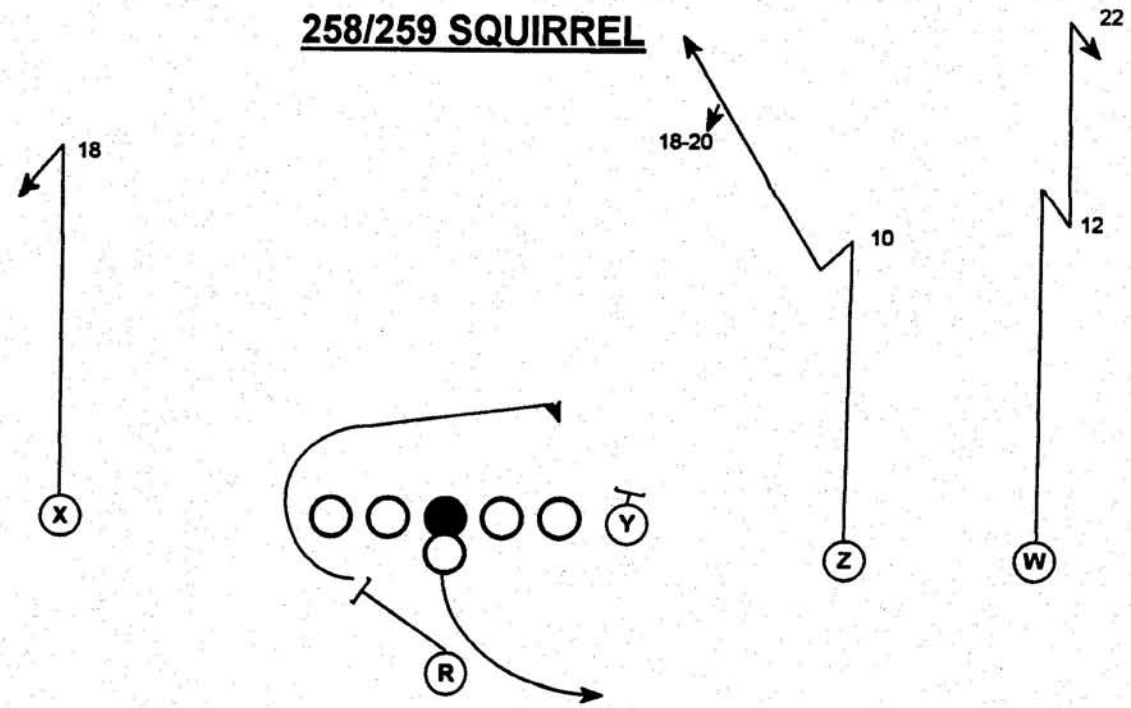
218/19 SMASH



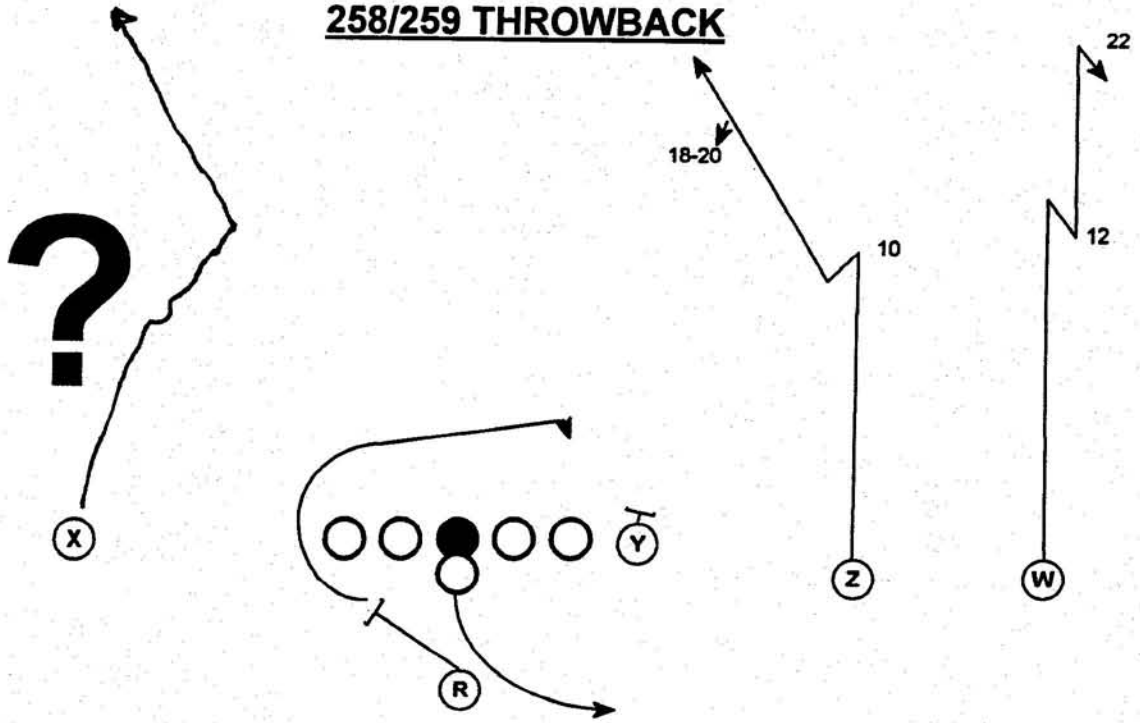
218/219 Z OUT



258/259 SQUIRREL



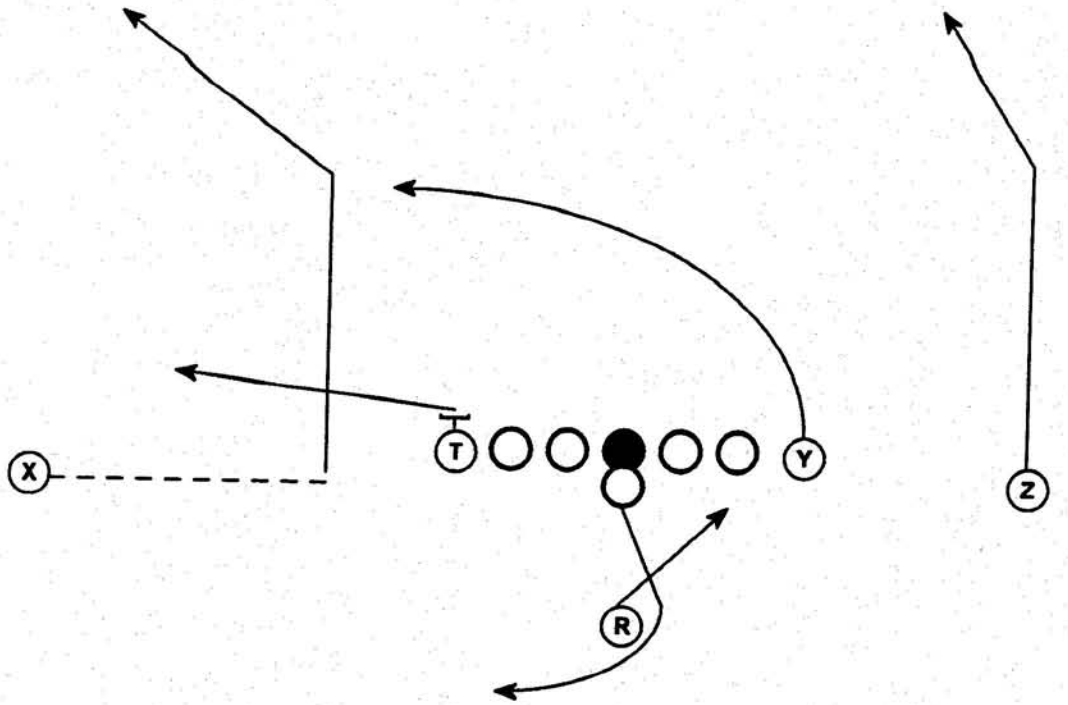
258/259 THROWBACK



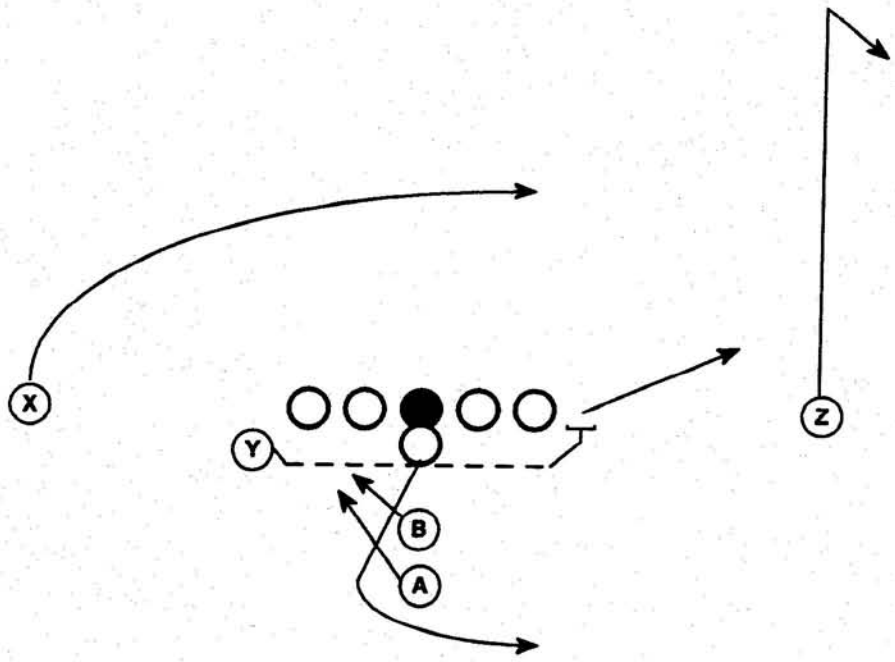
2001 - 300'S

1. 338/9 NKD LT/RT X FLAG
2. R 339/8 NKD RT/LT
3. R 347/6 NUDE RT/LT
4. CTR 334/5 T NKD LT/RT
5. R 339/8 NKD Y DELAY
6. R 334/5 NKD LT/RT
7. 347/6 BIM NUDE RT/LT
8. CTR 335/4 NKD LT/RT CB Y CROSS
9. R 310/11 NKD RT/LT Y DELAY
10. CTR 334/5 T NKD LT/RT Y POST
11. R 339/8 NKD STAY Z SAIL
12. R 339/8 NKD STAY SWITCH C.B
13. R 338/9 STAY NKD DEEP
14. R 338/9 NKD RUB DIRECTION
15. R 339/8 NKD Y DELAY
16. R 310/11 NKD LT/RT
17. R 339/8 NUDE Z DRAG

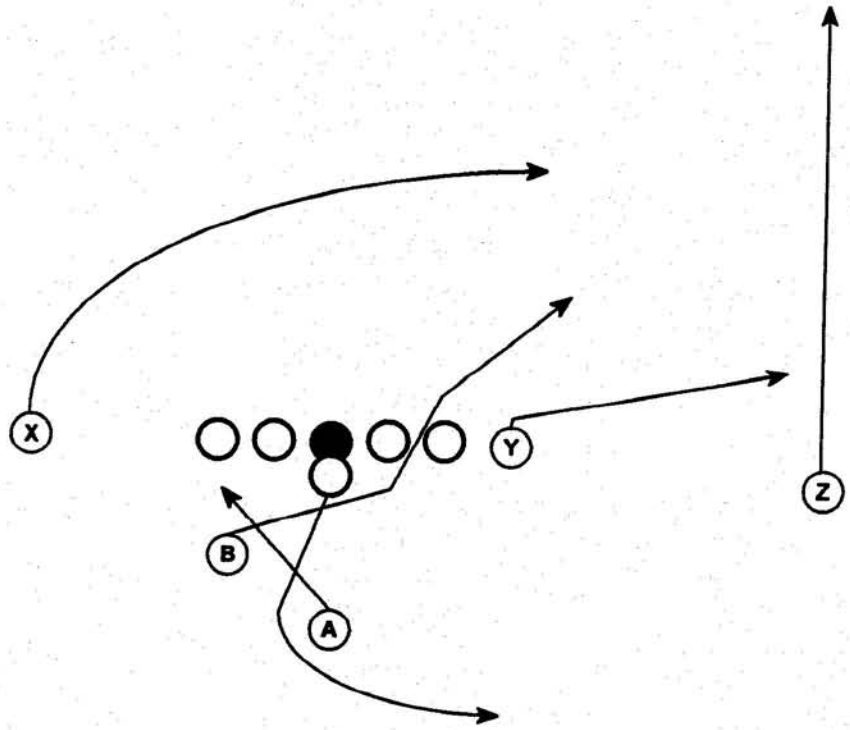
338/9 NAKED LT/RT X FLAG



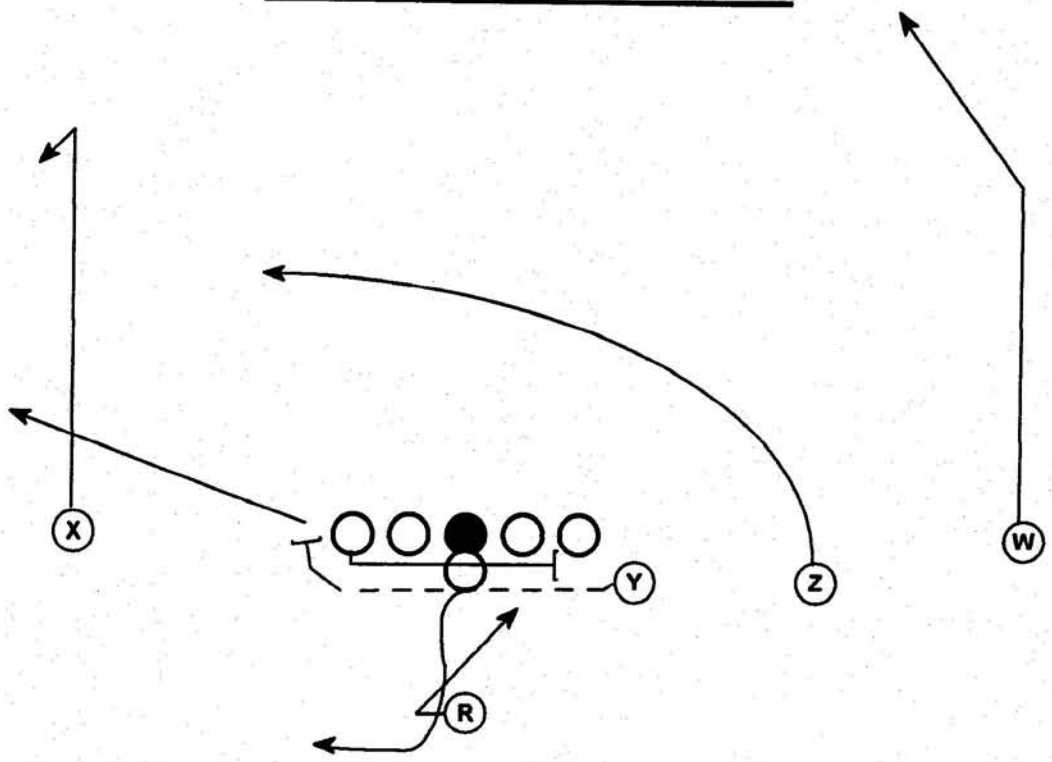
R 339/8 NAKED RT/LT



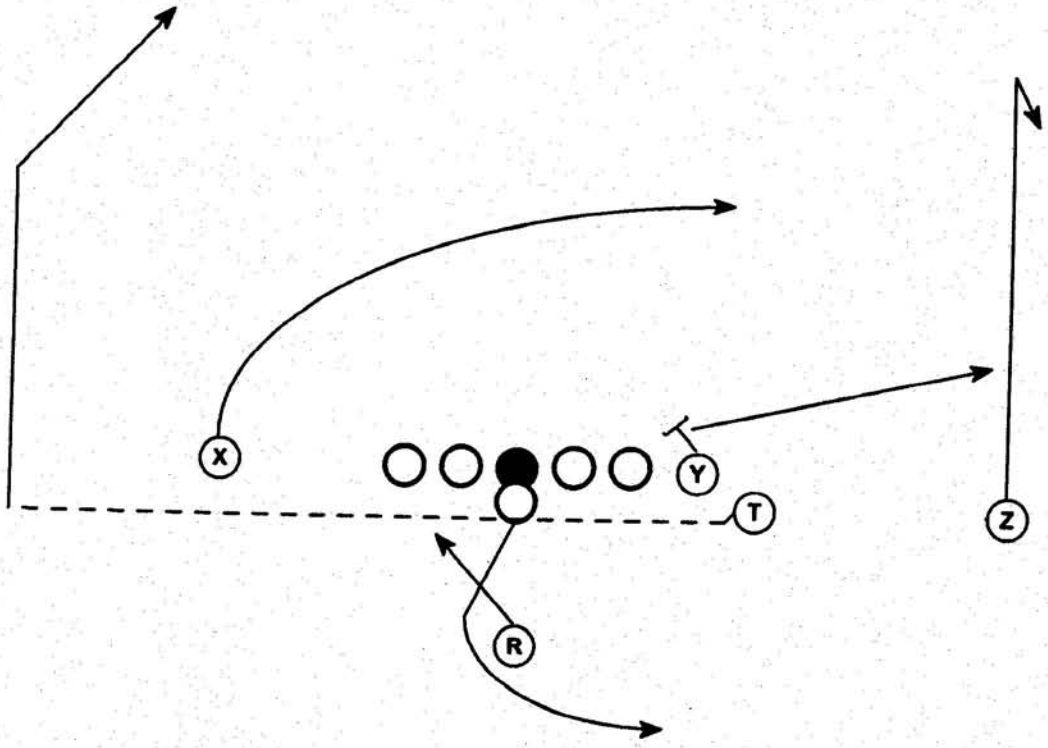
R 347/6 NUDE RT/LT



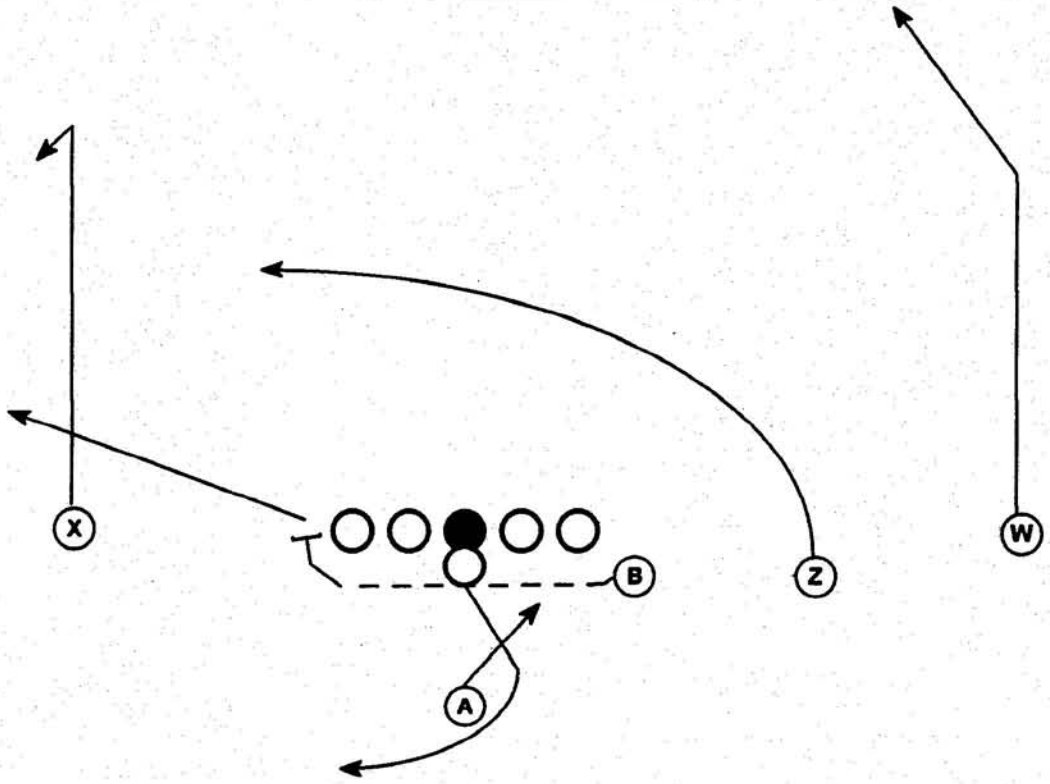
CTR 334/5 T NAKED LT/RT



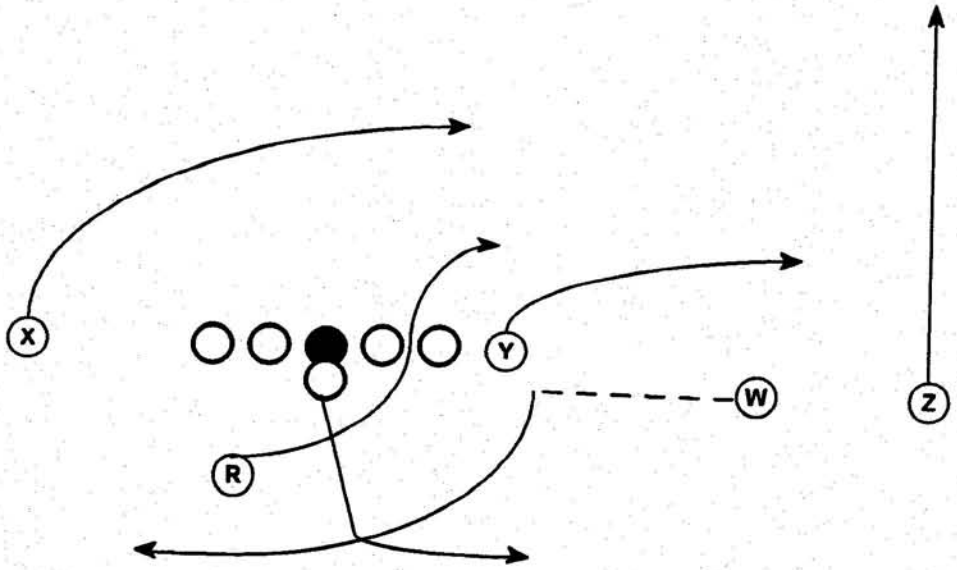
R 339/8 NAKED RT/LT



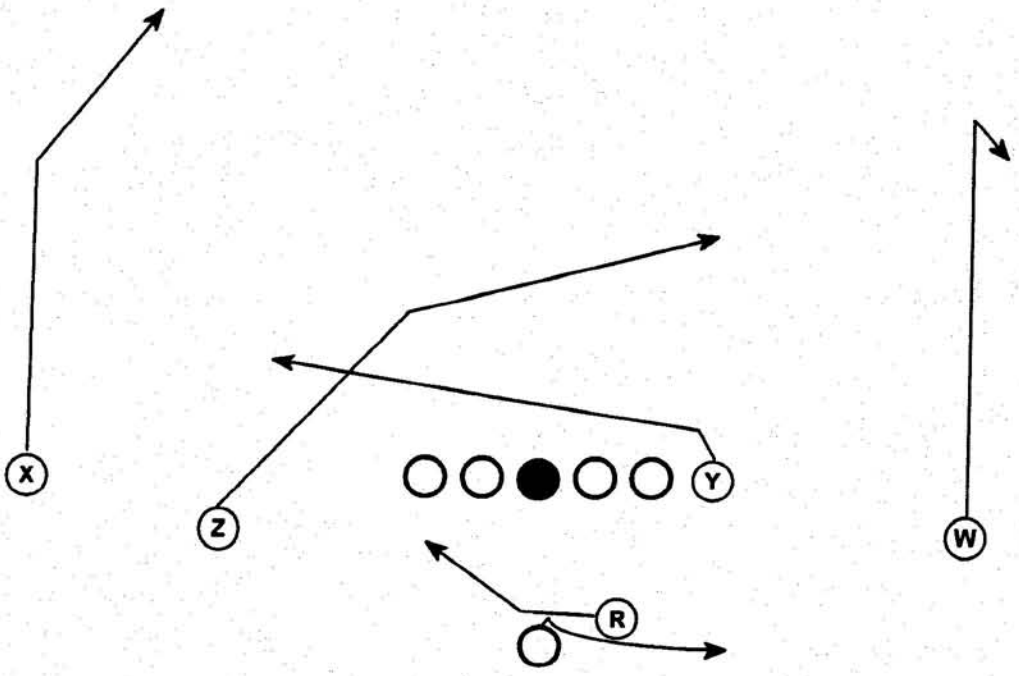
R 338/9 NAKED LT/RT



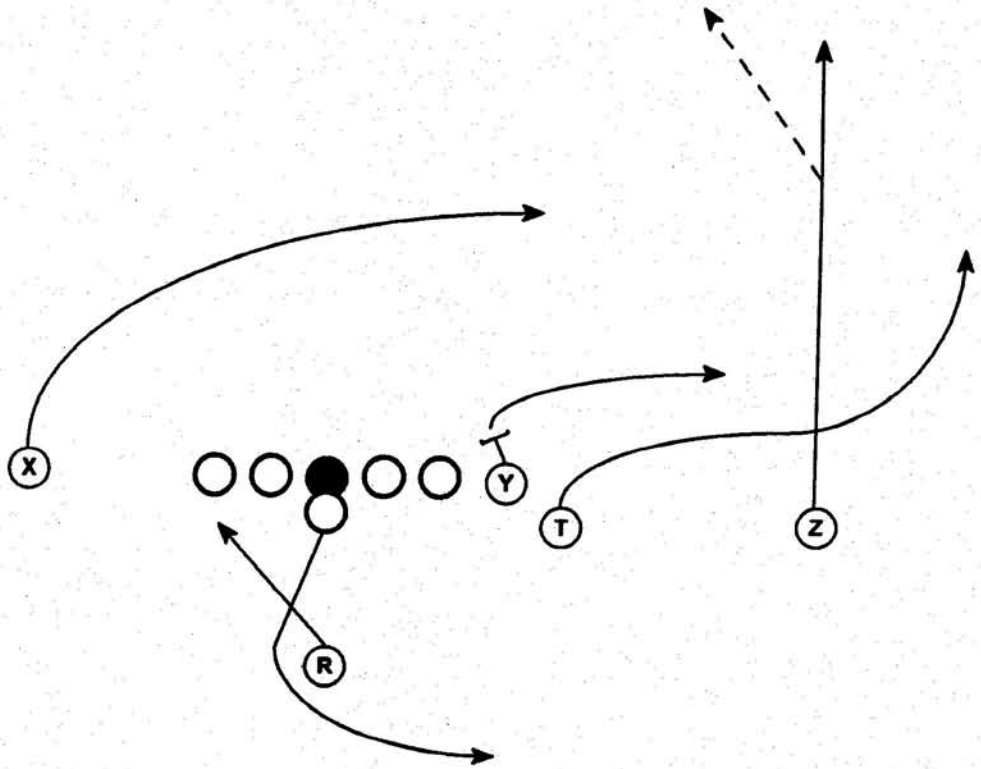
347/6 BIM NUDE RT/LT



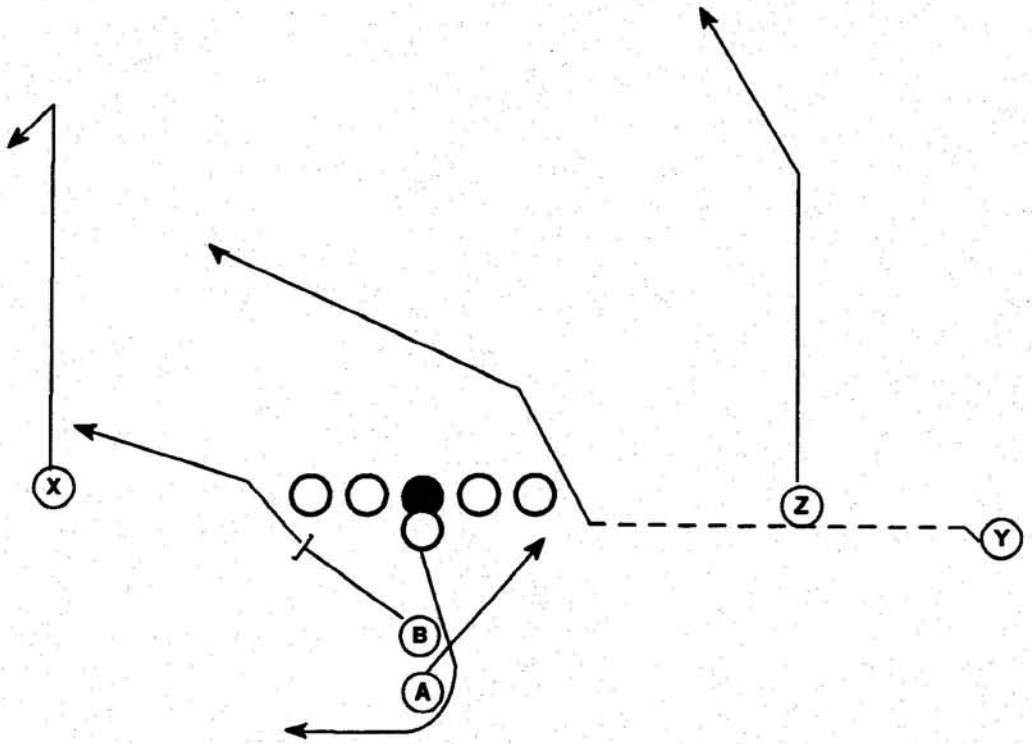
CTR 335/4 NAKED LT/RT CB Y CROSS



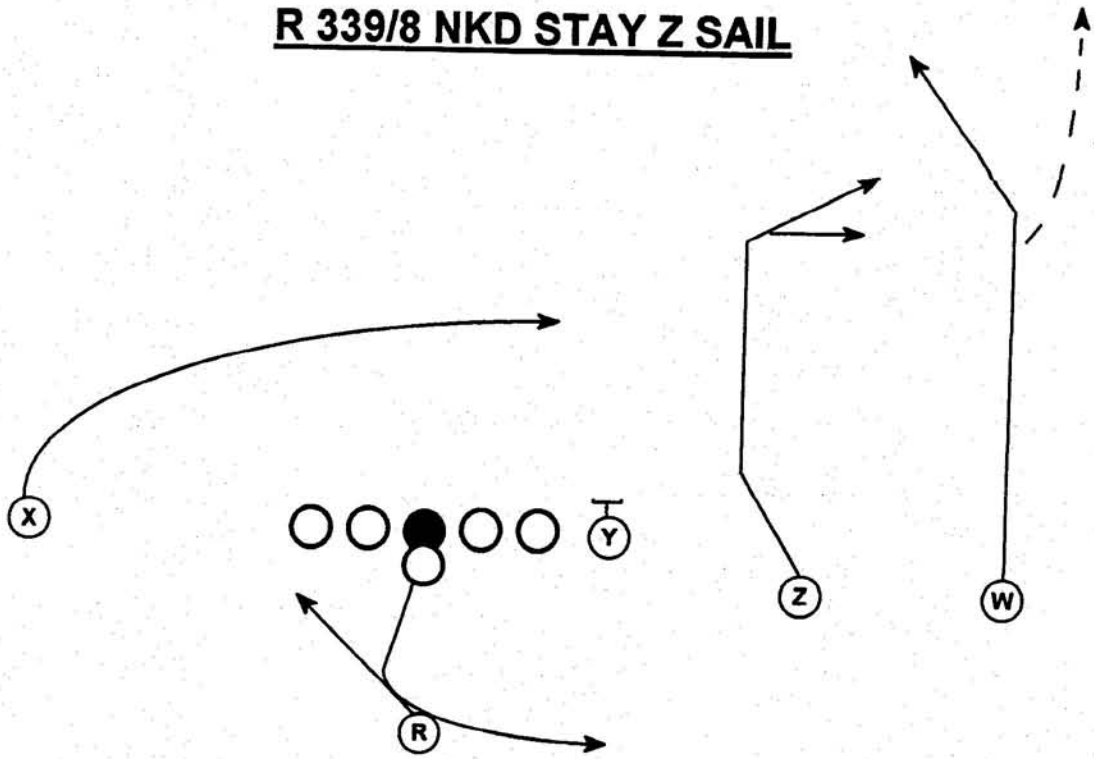
R 339/8 NAKED Y DELAY



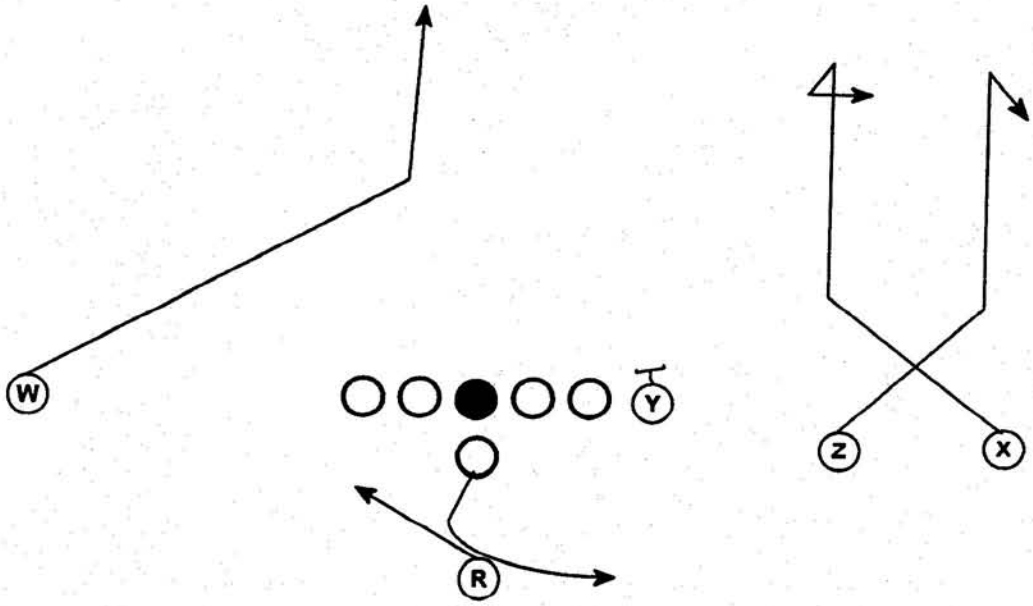
R 334/5 NKD LT/RT



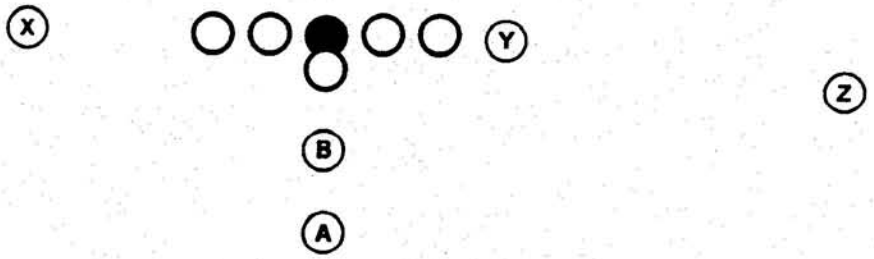
R 339/8 NKD STAY Z SAIL



R 339/8 NKD STAY SWITCH C.B

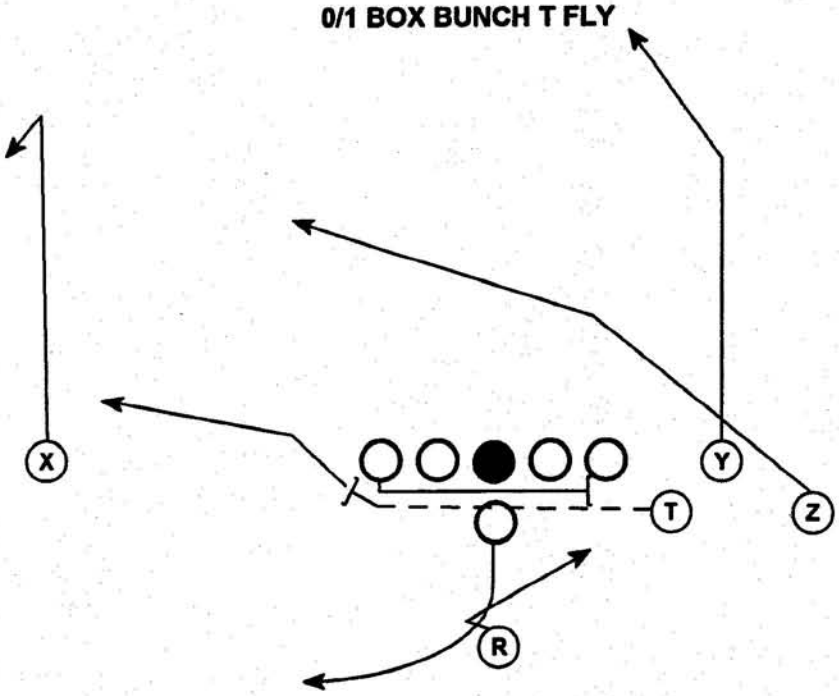


R 311/10 NKD RT/LT Y DELAY

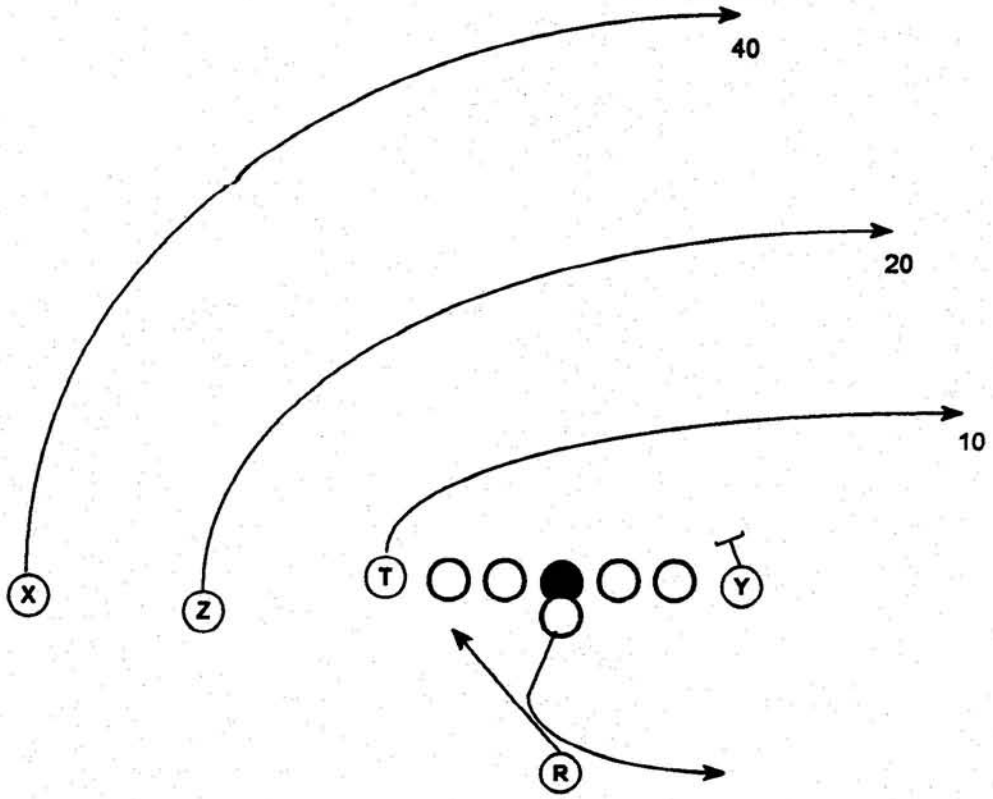


CTR 334/5 T NKD LT/RT Y POST

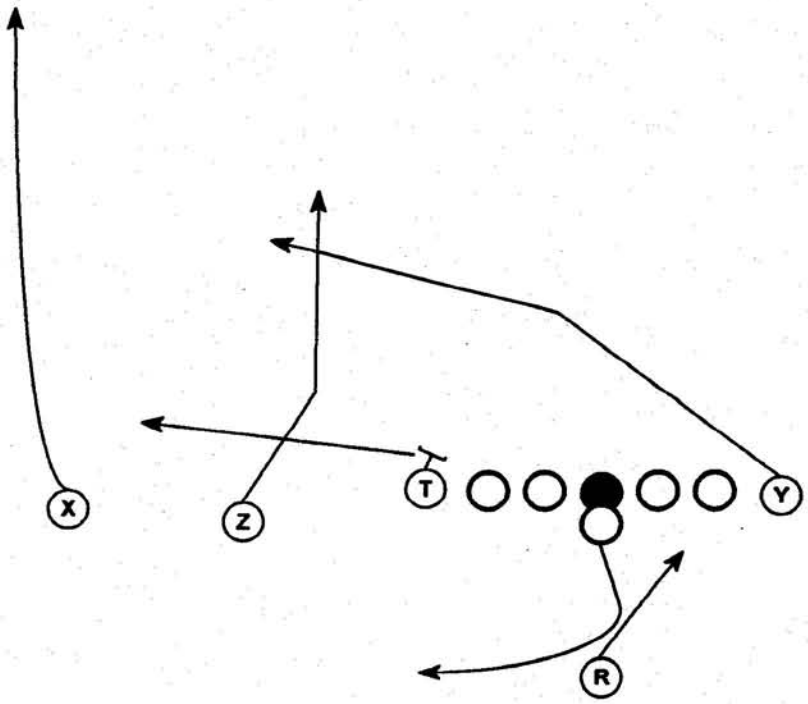
0/1 BOX BUNCH T FLY



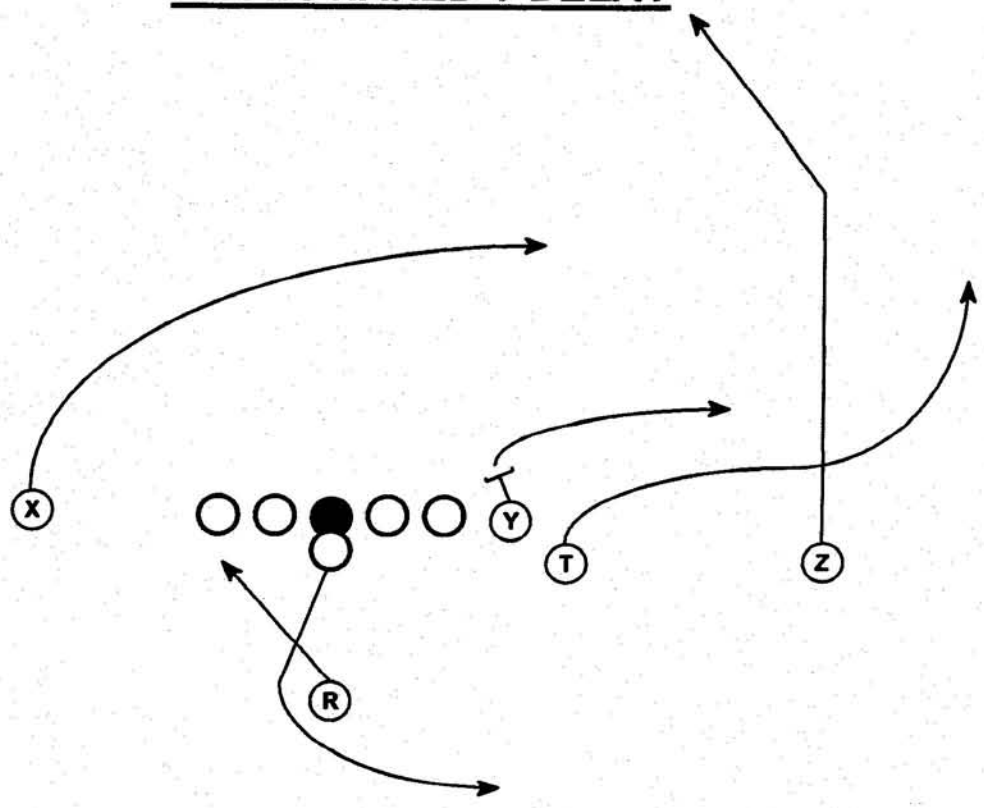
R 338/9 STAY NKD DEEP



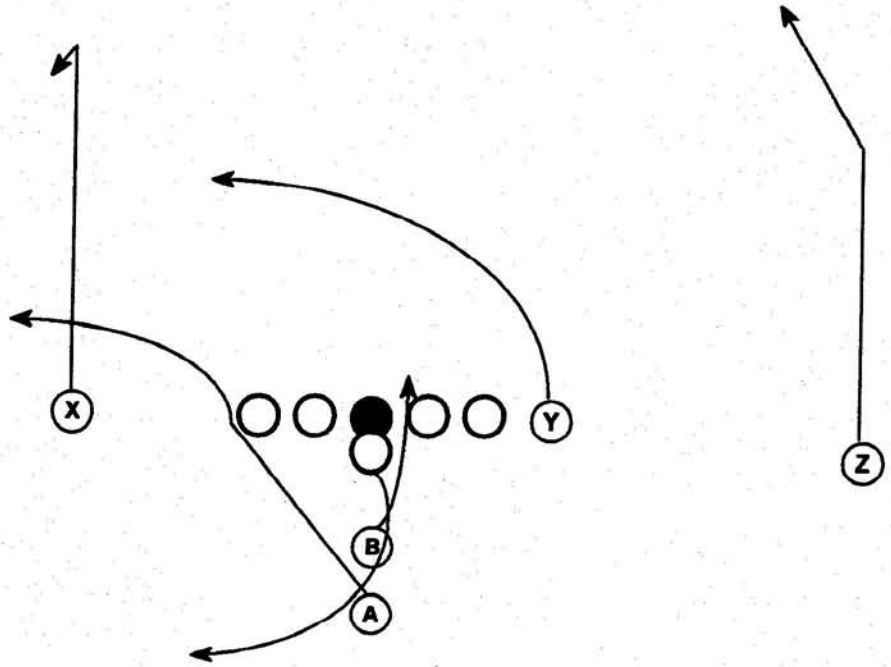
R 338/9 NKD RUB DIRECTION



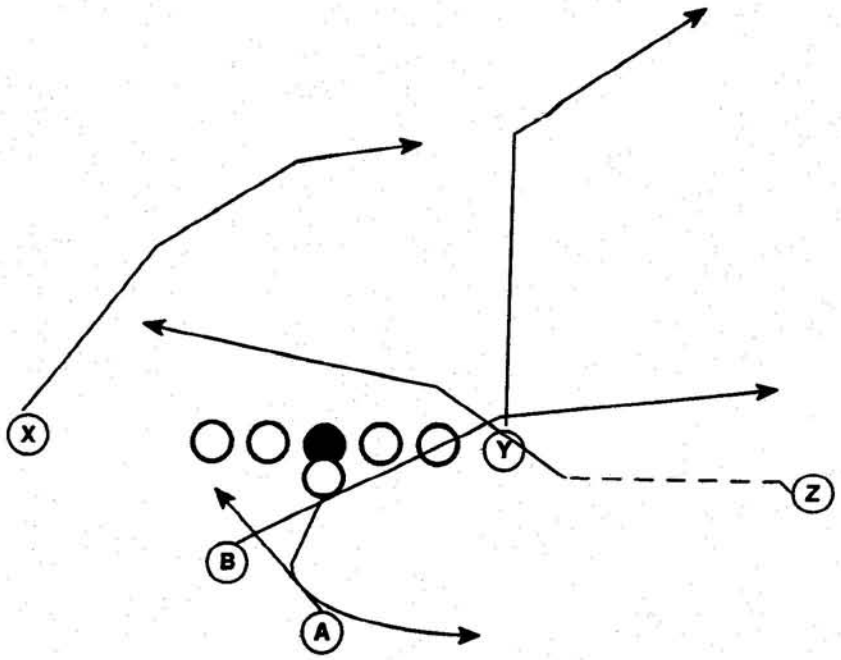
R 339/8 NAKED Y DELAY



R 310/11 NAKED LT/RT



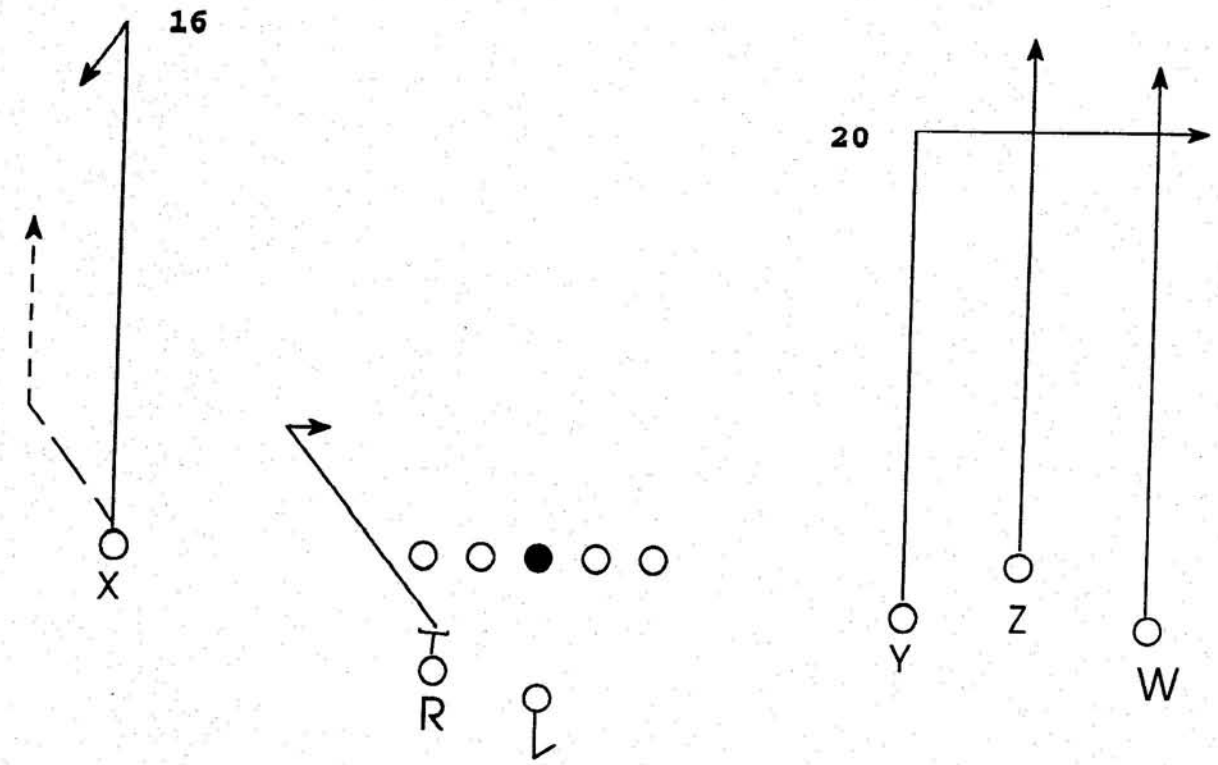
R 339/8 NUDE Z DRAG



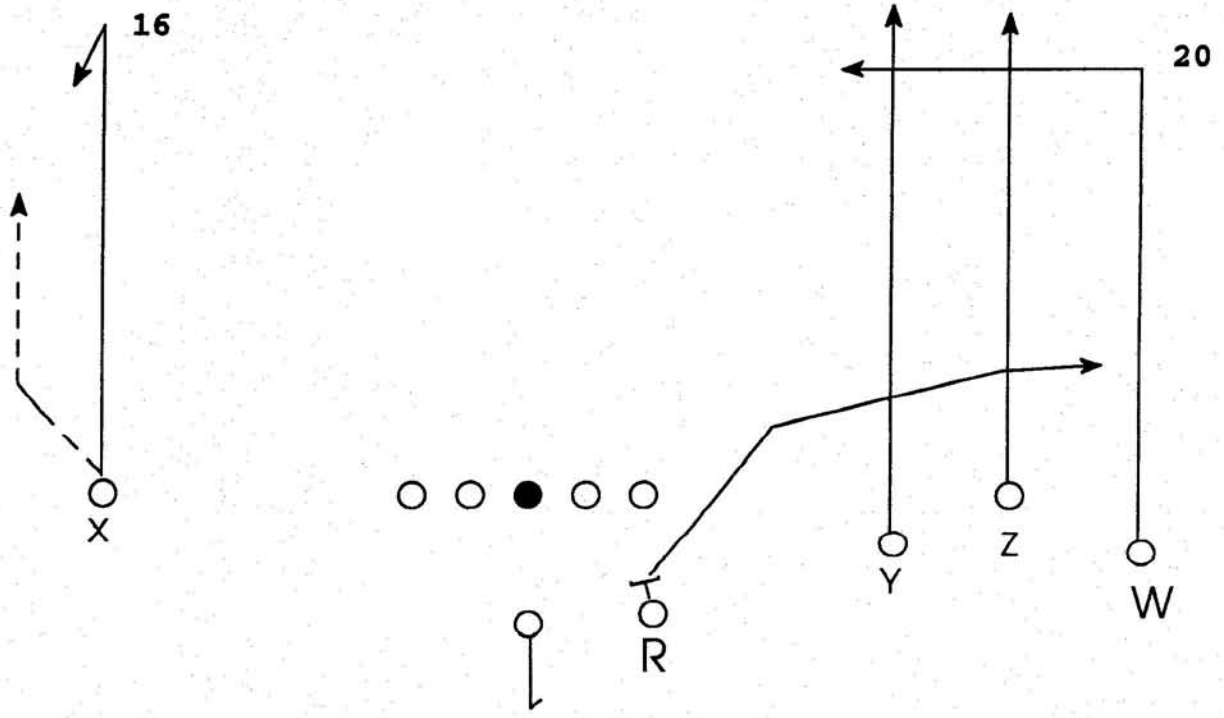
2001 JAGUAR

1. 62/3 Y OUT
2. 76/7 W IN
3. 62/3 FLOOD TIP
4. 62/3 FLOOD TIP X CROSS
5. 62/3 HOOK & LADDER SPECIAL
6. 62/3 CHIP Y HOOK & LADDER

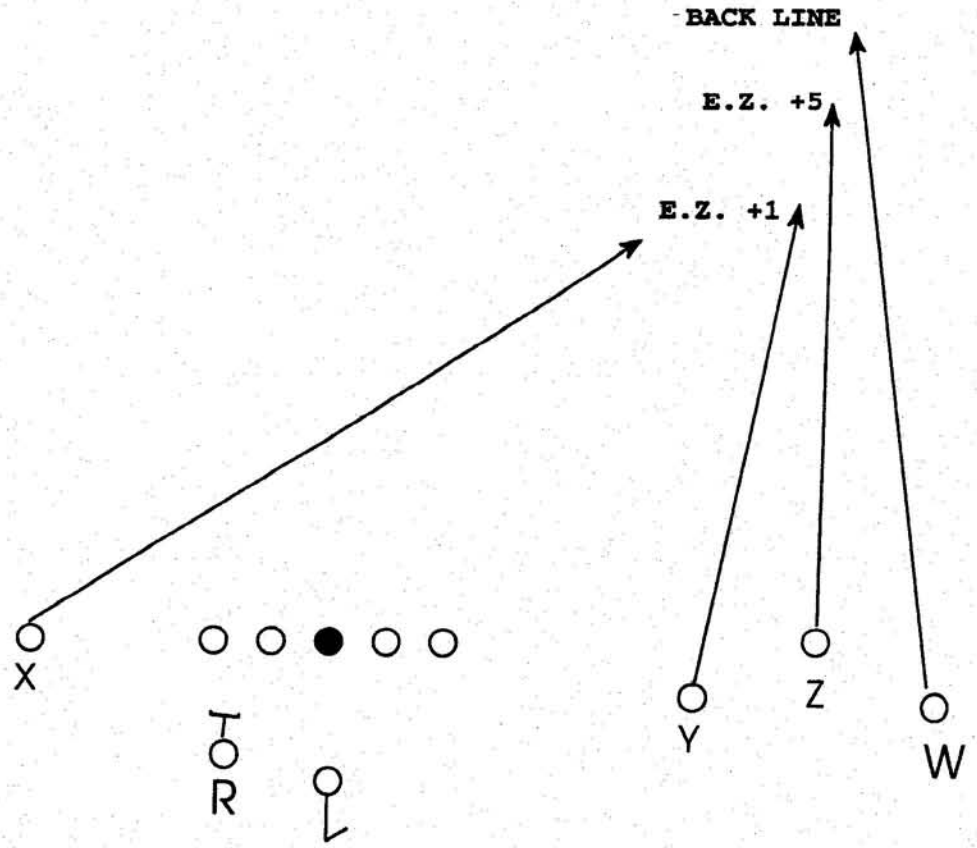
JAGUAR R/L 62-63 Y OUT



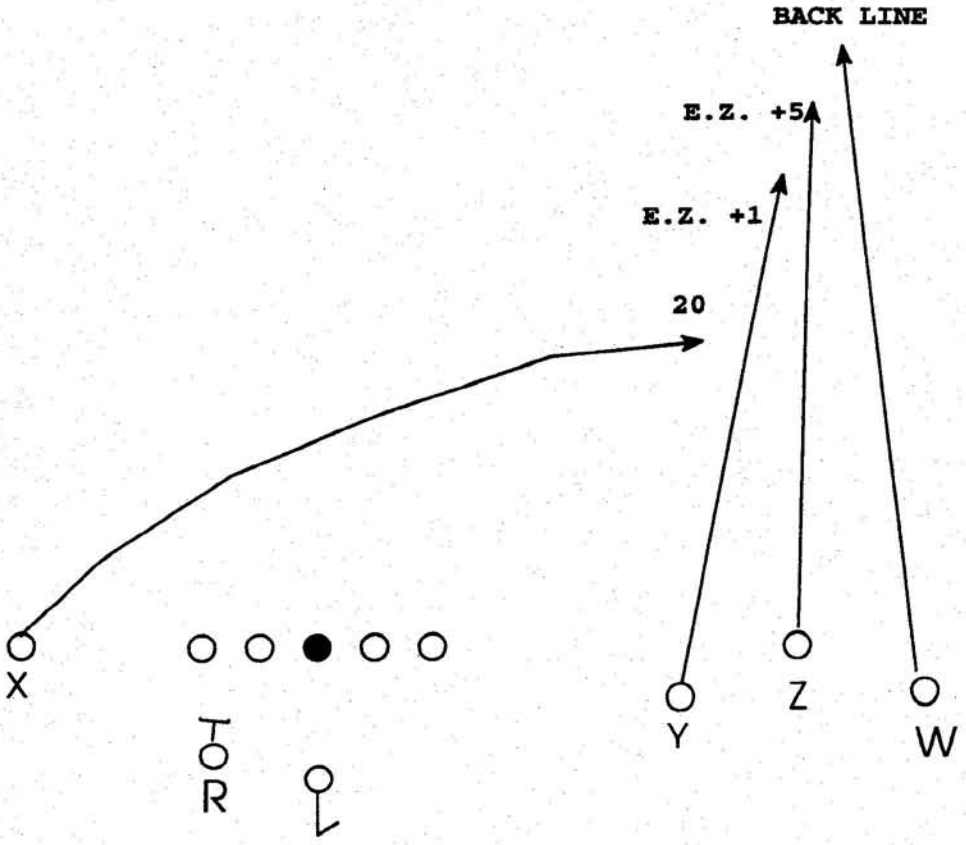
JAGUAR R/L STR 76/77 W IN



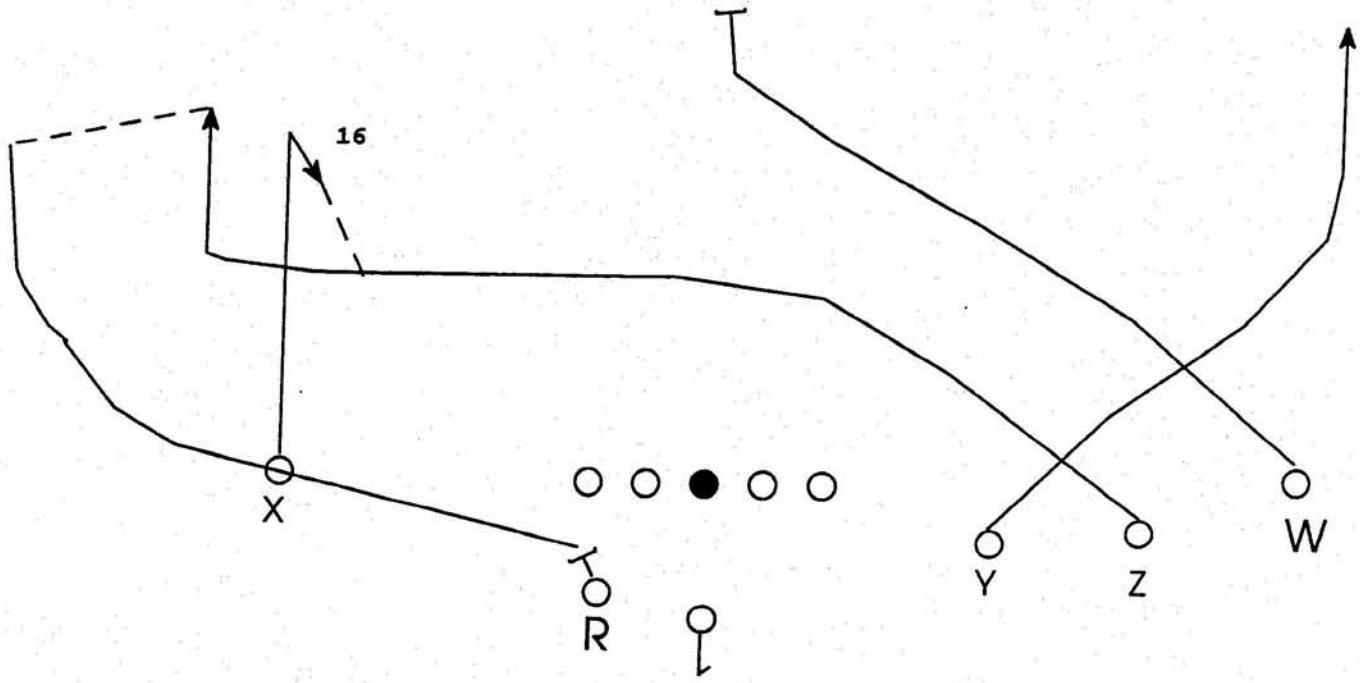
JAGUAR R/L 62-63 FLOOD TIP



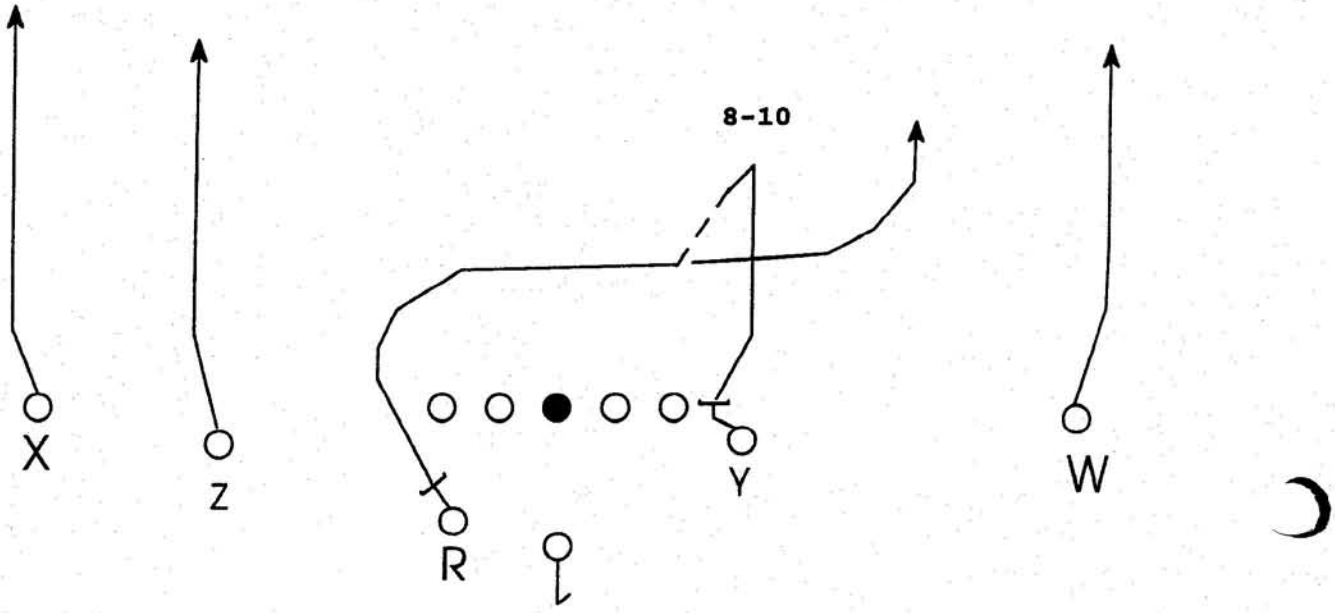
JAGUAR R/L 62-63 FLOOD TIP X CROSS



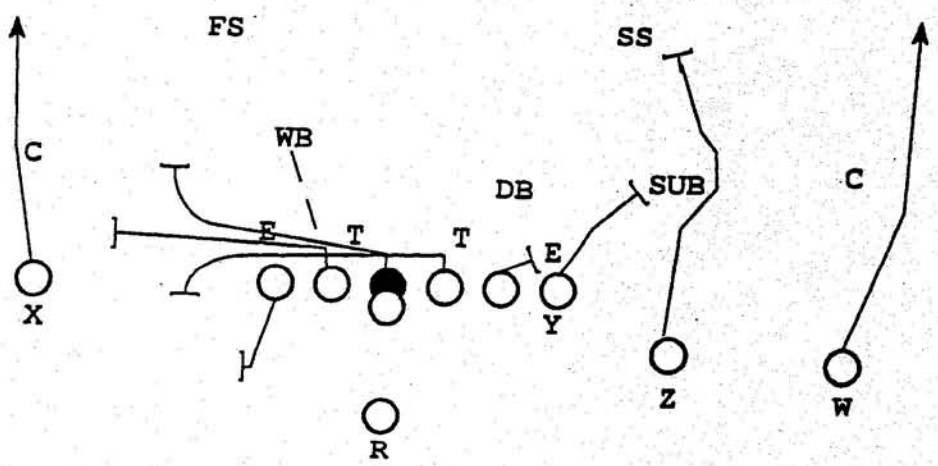
FLOOD R/L 62/63 HOOK AND LADDER SPECIAL



HALF R/L 62/63 CHIP Y HOOK AND LADDER



PLAY NUMBER: LUCKY/RINGO SLW SCR LT/RT BASIC BLOCKING: SLOW SCR



O WIDER 562 LUCKY SLOW SCR LT

CONCEPT: Slow Screen off Lucky/Ringo Protection. (Could be 62/3, 76/77)

RULE:

W- Outside release - block deep 1/3, 1/2

Z- Outside release - Block deep 1/3, 1/2

Y- Backside - Outside Release, Hot off near LB. No hot Run diag. Frontside release into frontside flat and block flat defender.

FST- (Screen side) Drop back and chop @1002 the DE if he goes inside or outside.

FSG- (Screenside) Lucky/Ringo Protection to 1st blitzer. S/R/G - Proceed to K.O 1st man, you must read coverage.

C- Lucky/Ringo Protection to 1st blitzer - S/R/G - Proceed to lead.

BSG- Lucky/Ringo Protection to 1st blitzer - S/R/G - Proceed to peel. N/T - lead up field.

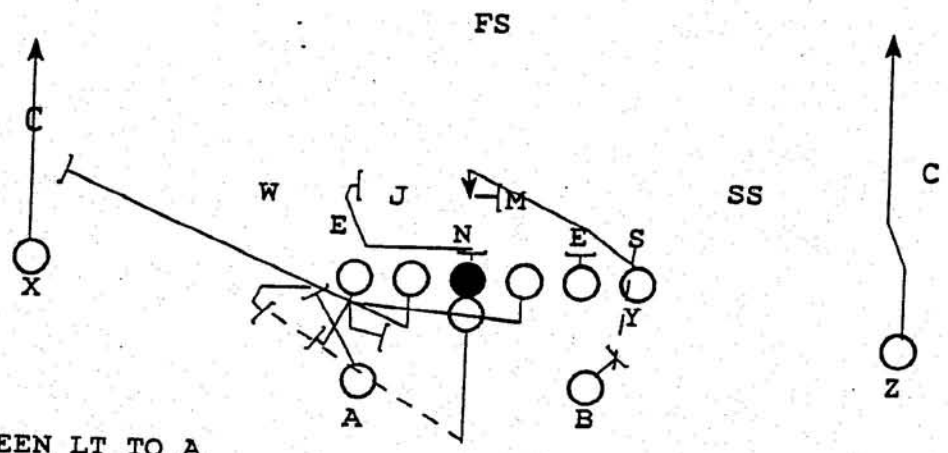
BST- Block Protection called.

X- Block deep 1/3, 1/2

QB- 5 step drop, draw rush, fine throwing lane. (possible hot)

BALL CARRIER- slow screen technique.

PLAY NUMBER: 582/583 SLOW SCREEN L/R to A



6 582 SCREEN LT TO A

CONCEPT: Slow Screen To Designated Back Off 82/83 Protection. Could Go Either Way. (vs 34 We Will Block 4 Down Rules) (582/583 Scr R/L to B in Strongside Screen)

RULE:

Z- Pattern if called, or Deep 1/3, Deep 1/2.

Y- Backside of screen, Look, block Mike. Frontside - Choice, block Jack in 34, Will in 43. HOT off SS Blitz.

FST- Screen side drop and cut man on or man outside (contain rusher). 1001, 1002, cut. Get man down to create throwing lane for QB.

FSG- Block 82/83 - Set, Redirect, Go. Release down LOS and proceed to K.O. area. Be aware of coverage. You could have FSLB vs Man coverage.

C- Block 82/83 - Set, Redirect, Go. Release down LOS and proceed to FS lead area. You have FSLB vs Zone, BSLB vs Man.

BSG- Block 82/83 - Set, Redirect, Go. Proceed down LOS for peel, block the chase defender N/T, turn upfield for BSLB seal.

BST- Block 82/83 protection rules.

X- Pattern if called or Deep 1/3, Deep 1/2.

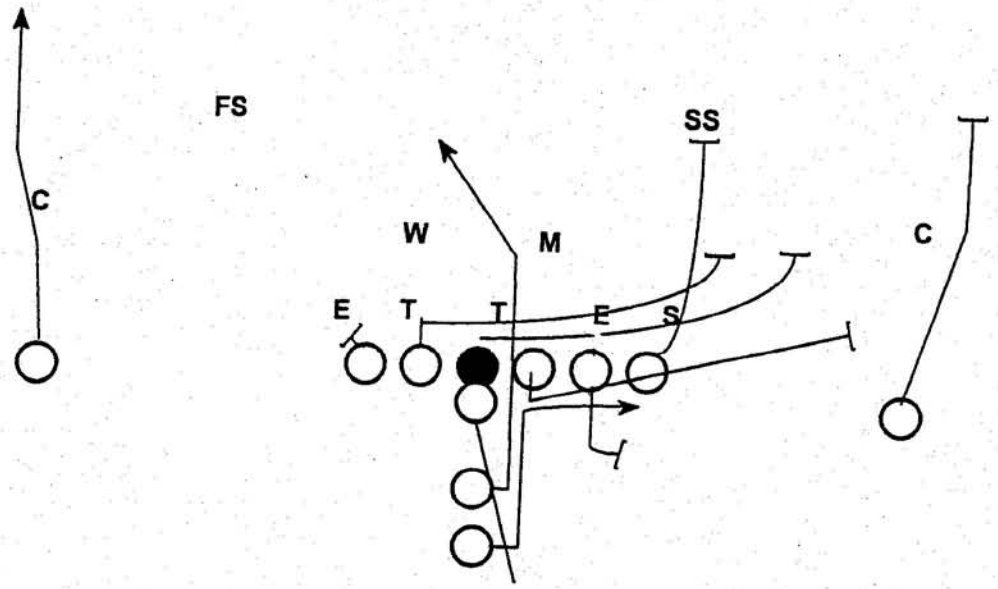
QB- Quick 5 Step Drop, Gather, Drift To, get ball to back in screen area. Alert for SIGHT opposite side of Screen.

BALL CARRIER- Block 82/83 protection (4 Down Rules). Proceed under cut of FST to Screen area - (3x5) catch ball and go North/South. Chip release if your responsibility comes. No rusher = proceed to area w/FSG.

BACK- Block 82/83 Protection, Run Swing Route.

Play: 542/3 SLOW SCREEN RT/LT

Basic Blocking:



Z - Deep 1/3, Deep 1/2. Versus Cover 2 Outside Release for the Safety.

Y - Outside Release, Run Seam, Block Deep Safety

FST - Firm Set, Drop - 1002 / Cut.

FSG - 142/3 protection, Set/Redirect/Go - K.O. Read Coverage.

C - 142/3 Protection, Set/Redirect/Go - Down LOS - Lead.

BSG - 142/3 Protection, Set/Redirect/Go - Down LOS - Peel.

BST - 142/3 Protection.

X - Deep 1/3, Deep 1/2. Versus Cover 2 outside Release for the Safety.

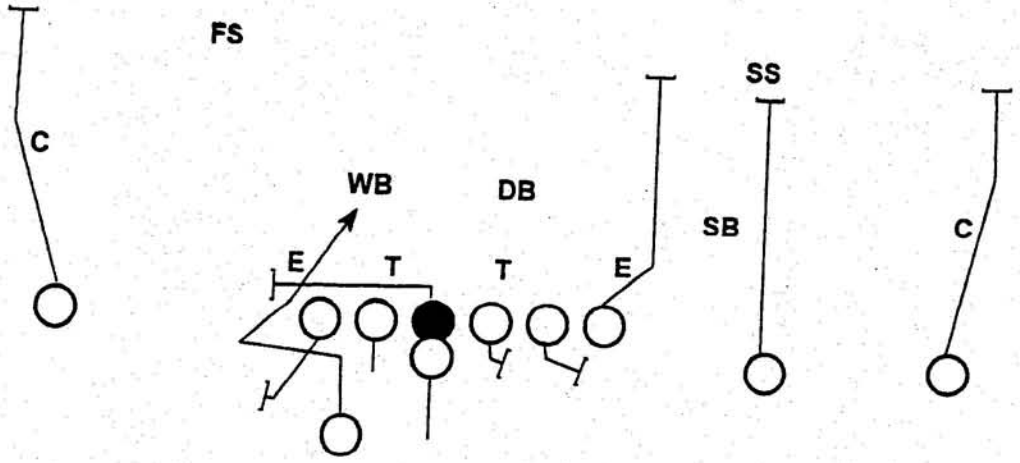
QB - 5 Step Play-Action - Set Drift Complete Screen to A.

BALL CARRIER - Chip off of Protection. Execute Slow Screen.

BACK - Block Protection Rule - Execute Inside Streak - Block Backside Safety.

Play: 562/3 LUCKY/RINGO FUN PASS

Basic Blocking:



Z - Outside Release for Deep 1/3, Deep 1/2. Look outside for corner or Dbl safety with Y.

Y - Outside Release, Run Seam, Block Deep Safety

FST - Fan EMOL. Try to Draw up field.

FSG - Block man on. Uncovered - Set + Go down LOS - Fake Screen.

C - Block Man on. Uncovered - Set Go Down LOS - Fake Screen.

BSG - Block Man on. Uncovered - Set + Go Down LOS - Fake Screen.

BST - Fan EMOL

X - Deep 1/3, Deep 1/2. Versus Cover 2 outside Release for the Safety.

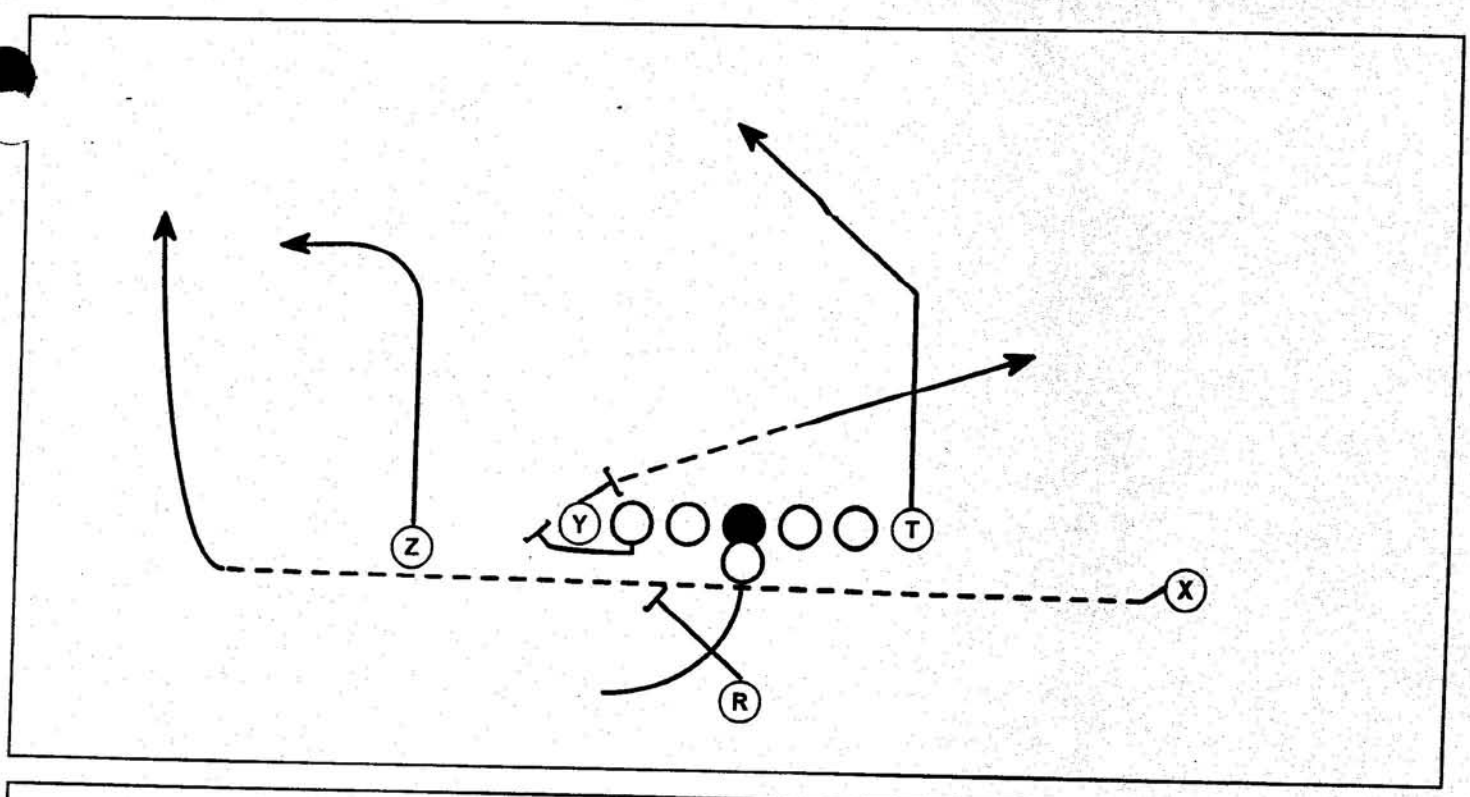
QB - 5 Step Drop Pump to r.b on screen drift to find a lane.
Poss. Hot to T.E.

BALL CARRIER - Chip off of Protection. Execute Slow Screen.

BACK - Outside Release for deep 1/3, deep 1/2.

Play: 1 ON X MO 239 ED

Basic Blocking:



Z - Execute 10 yard Out Route.

Y - Ed Block, Fall Down, Get up Run Drag Route.

T - Execute over Post to Occupy Deep Safety.

FST - (# side) Ed Block W/Y.

FSG - Breach Man on or over.

C - Breach man on or over.

BSG - Breach man on or over.

BST - Quick Hinge.

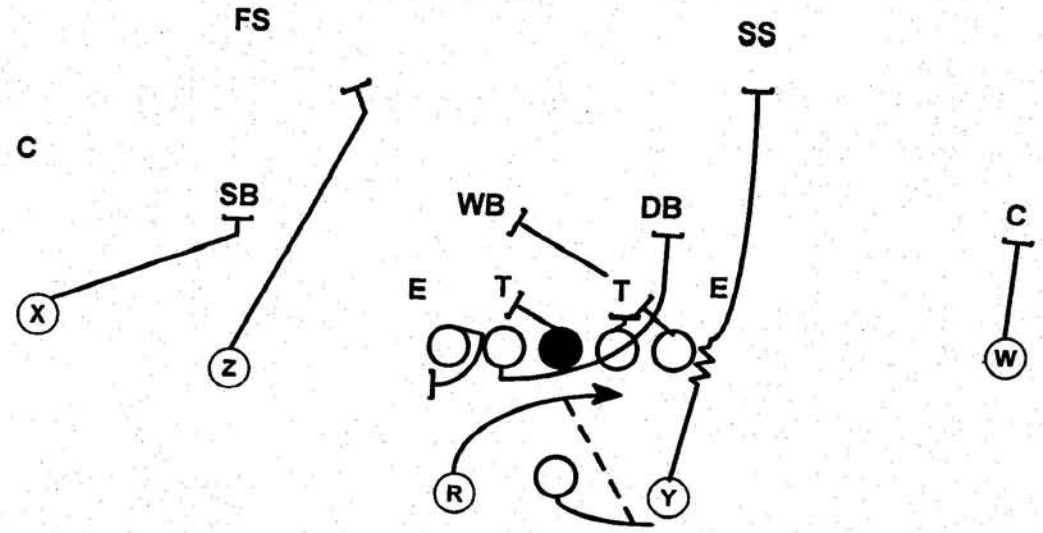
X - Execute outside Release Go Route.

QB - Fake 39 - Sprint 10 yards Deep outside the Tackle Box - Plant your Backfoot and throw to Y. If you have to stay on the move look to Z.

BALL CARRIER - Execute Over Post to Occupy Deep Safety.

Play: SHOVAL PASS RT

Basic Blocking:



Z - *Cut Wall..*

Y - Bluff EMLOS like knockdown, Run Seam and Block Safety.
(Block DB if he gets outside DE - RUn him off Vs. Man Coverage)

W - Block Corner.

FST - Doc w/ FSG for BSLB.

FSG - Doc w/ FST for BSLB.

C - Block Back (Cover for Pulling Guard)

BSG - Pull Flat to Block FSLB.

BST - Combo block w/center to BS EMOL.

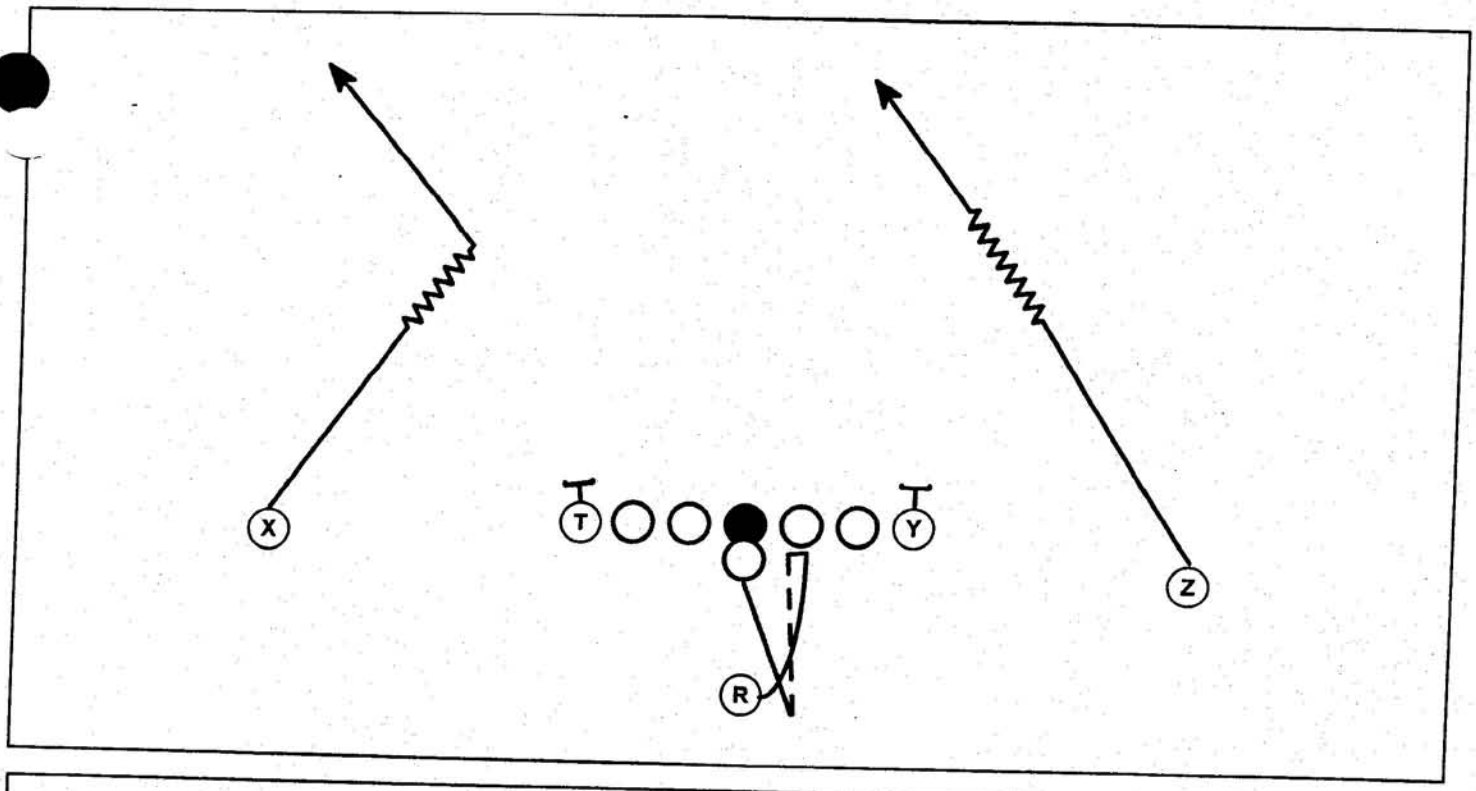
X - Cut Wall.

QB - 3 Step Sprint Pitch the Ball underneath to R. .

BALL CARRIER - Step with backfoot, trail back side guard pull, for pitch.

Play: 0 ON 134 RUN IT FLEA FLICKER

Basic Blocking:



Z - Show Crack, Execute a Stutter Post.

Y - Block EMLOS

T - Block EMLOS

FST - Breach Man on or Over.

FSG - Breach man on or over.

C - Breach man on or over.

BSG - Breach man on or over.

BST - Breach man on or over.

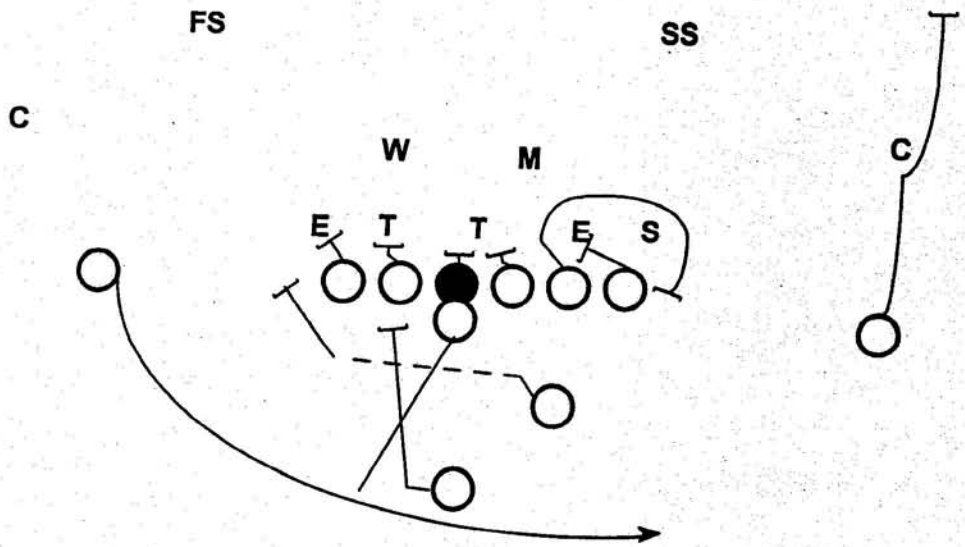
X - Show backside Cut off - Execute Stutter Q Route.

QB - Open - Cross over - Reach Ball Deep to R.B. Drift & Catch Ball.
Progression X-Z. Check Out Vs. Blitz.

BALL CARRIER - Execute 34 Zone Course, Recieve ball and penetrate 2 steps into the LOS.
Reverse Pivot pitch ball to QB.

Play: 0/1 STR B FLY R 47/6 X REVERSE RT.

Basic Blocking:



Z - Deep 1/3, Deep 1/2. Versus Cover 2 Outside Release for the Safety.

Y - Block Down on DE.

FST - # Side - FAN

FSG - # Side - FAN

C - Slip - Down LOS to Lead.

BSG - Slip - Down LOS to K.O. **REVERSE SIDE**

BST - Slip - Peel

X - Deep 1/3, Deep 1/2. Versus Cover 2 outside Release for the Safety.

QB - Fake R47 - Hand the ball to X.

BALL CARRIER - Make good Fake - Roll over the FB - Pick up any leakage.

BACK - Block R47.